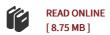




Production Methods: Behind the Scenes of Virtual Inhabited 3D Worlds (Paperback)

Ву -

Springer London Ltd, United Kingdom, 2012. Paperback. Condition: New. Language: English. Brand new Book. Kim Halskov Madsen Up until a few decades ago, business administration and science were the primary areas in which computers were applied, but terms like pervasive computing reflect that interactive computing power is becoming an embedded part of people's every-day environment, not only office buildings and private homes but also art and cul- At one of the frontiers of multimedia applications computers are used as tural events. part of experimental theatre, puppet theatre, musical performances, museums, entertainment, and learning. In some of these domains, people interact with the computers using a mouse, keyboard and a 17-inch monitor, but present-day inter-faces take a variety of forms, including motion-capture technology and displays of up to several metres in height and width. The trend of applying computer technologies in the domain of art and culture has been one of the pivots of a Danish research project, Staging of Virtual Inhabited 3D Spaces. The results of the project are presented in a series of four volumes, of which this book is the last one. The three other publications are: Virtual Interaction: Interaction in Virtual Inhabited 3D Worlds; Virtual...



Reviews

Unquestionably, this is the best operate by any article writer. It is really basic but surprises from the 50 % of the ebook. I realized this ebook from my i and dad suggested this ebook to discover.

-- Kacie Schroeder

This pdf could be well worth a read through, and a lot better than other. It is amongst the most incredible publication i have got read through. I discovered this book from my dad and i recommended this publication to discover.

-- Sadye Hill

DMCA Notice | Terms