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Arguably, when we go from a 2D to a 3D UI, the entire 'world' becomes the interface. For 3D UIs, Bowman et al. (2004) suggest that in VR, user interaction should be controlled using devices with...

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User interfaces are the means for communication between users and systems. 3D interfaces include media for 3D representation of system state, and media for 3D user input or manipulation. Using 3D representations is not enough to create 3D interaction. The users must have a way of performing actions in 3D as well.

3D user interaction - Wikipedia

3D User Interfaces: Theory and Practice (Bowman et al., 2005) defines a 3D user interface as simply "a UI that involves 3D interaction." This simply delays the inevitable, as we now have to define 3D interaction.

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3D user interfaces : theory and practice (Book, 2017 ...

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3D User Interfaces [Book] - O'Reilly Online Learning

This book is an overview of 3D human computer interaction, how to present controls and interfaces to the human user and how in turn people can poke, twist, push, and otherwise manipulate the elements within a 3D graphical system.

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