

Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science)

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Here is the first of a two-volume set (LNCS 8021 and 8022) that constitutes the refereed proceedings of the 5th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 88 contributions included in the VAMR proceedings were carefully reviewed and selected for inclusion in this two-volume set. The papers included in this volume are organized in the following topical sections: developing augmented and virtual environments, interaction in augmented and virtual environments, human-robot interaction in virtual environments, and presence and tele-presence. ; healthcare and medical applications; virtual and augmented environments for learning and education; business, industrial and military applications; culture and entertainment applications.

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Editorial Review

From the Back Cover
The two-volume set LNCS 8525-8526 constitutes the refereed proceedings of the 6th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCI 2014, in Heraklion, Crete, Greece, in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The total of 82 contributions included in the VAMR proceedings were carefully reviewed and selected for inclusion in this two-volume set. The 39 papers included in this volume are organized in the following topical sections: interaction devices, displays and techniques in VAMR; designing virtual and augmented environments; avatars and virtual characters; developing virtual and augmented environments.

Users Review

From reader reviews:

Zachary Mason:

The book Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science) can give more knowledge and also the precise product information about everything you want. So why must we leave a very important thing like a book Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science)? Several of you have a different opinion about reserve. But one aim that will book can give many info for us. It is absolutely right. Right now, try to closer with the book. Knowledge or data that you take for that, it is possible to give for each other; it is possible to share all of these. Book Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science) has simple shape however, you know: it has great and massive function for you. You can appear the enormous world by available and read a guide. So it is very wonderful.

Lee Durfee:

Playing with family in a park, coming to see the sea world or hanging out with friends is thing that usually you could have done when you have spare time, subsequently why you don't try thing that really opposite from that. One activity that make you not sense tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of information. Even you love Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science), it is possible to enjoy both. It is very good combination right, you still need to miss it? What kind of hang type is it? Oh can happen its mind

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The book untitled Virtual, Augmented and Mixed Reality: Designing and Developing Augmented and Virtual Environments: 5th International Conference, VAMR 2013, Held as ... Part I (Lecture Notes in Computer Science) contain a lot of information on the item. The writer explains the girl idea with easy way. The language is very clear and understandable all the people, so do not really worry, you can easy to read this. The book was published by famous author. The author brings you in the new era of literary works. You can read this book because you can keep reading your smart phone, or gadget, so you can read the book throughout anywhere and anytime. If you want to buy the e-book, you can wide open their official web-site as well as order it. Have a nice go through.

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