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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.

3D User Interfaces | The Encyclopedia of Human-Computer ...

In computing, 3D interaction is a form of human-machine interaction where users are able to move and perform interaction in 3D space.

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Both human and machine process information where the physical position of elements in the 3D space is relevant. The 3D space used for interaction can be the real physical space, a virtual space representation simulated in the computer, or a combination of both. When the real physical space is used for data input, the human interacts with the machine performing act

3D user interaction - Wikipedia

Three-dimensional user interfaces are finally receiving their due! Re- search in 3D interaction and 3D display began in the 1960s, pioneered by researchers like Ivan Sutherland, Bob Sproull, Fred Brooks, Andrew Ortony, and Richard Feldman.

3D User Interfaces - pearsoncmg.com

"From video games to mobile augmented reality, 3D interaction is everywhere. But simply choosing to use 3D input or 3D displays isn't enough: 3D user interfaces (3D UIs) must be carefully designed for optimal user experience. 3D User Interfaces: Theory and Practice, Second Edition is today's most comprehensive primary reference to building outstanding 3D UIs.

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

3D User Interfaces: Theory and Practice . 2004. Abstract. No abstract available. Cited By. Ghazwani Y and Smith S Interaction in Augmented Reality Proceedings of the 2020 4th International Conference on Virtual and Augmented Reality Simulations, (39-44)

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3D User Interfaces: Theory and Practice addresses the critical area of 3D user interface design – a field that seeks to answer detailed questions that make the difference between a 3D system that is usable and efficient and one that causes user frustration, errors, and even physical discomfort.

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These include the exploration of virtual 3D space, interaction techniques for window/icon sorting, focus, and embellishment. The seminal paper for post-WIMP interfaces is "Non Command User Interfaces" by Jakob Nielsen 1993, followed by "The Anti-Mac Interface". Updated proposals are discussed in "Post-WIMP user interfaces" by Andries van Dam.

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