



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.

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This 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) book is absolutely not ordinary book, you have after that it the world is in your hands. The benefit you have by reading this book is usually information inside this publication incredible fresh, you will get information which is getting deeper you actually read a lot of information you will get. This kind of 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) without we comprehend teach the one who looking at it become critical in contemplating and analyzing. Don't always be worry 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 bring whenever you are and not make your case space or bookshelves' turn into full because you can have it within your lovely laptop even phone. This 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) having fine arrangement in word as well as layout, so you will not really feel uninterested in reading.

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