Virtual Reality: The Revolutionary Technology of Computer-Generated Artificial Worlds-And How It Promises to Transform Society

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Imagine being able to "walk" into your computer and interact with any program you create. It sounds like science fiction, but it's science fact. Surgeons now rehearse operations on computer-generated "virtual" patients, and architects "walk through" virtual buildings while the actual structures are still in blueprints. In *Virtual Reality*, Howard Rheingold takes us to the front lines of this revolutionary new technology that creates computer-generated worlds complete with the sensations of touch and motion, and explores its impact on everything from entertainment to particle physics.

Virtual Reality: The Revolutionary Technology of Computer-Generated Artificial Worlds-And How It Promises to Transform Society Details

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Geoff Cain says

This is a good foundation for some of the early work in this field. It is a bit of a time-trip right now. It is worth re-reading because of things going on in virtual worlds right now. Rheingold is a little too damn happy about technology but it is an informative and entertaining book.

Bambang Irawan says

I was stunned with cave Lascaux section, kokopeli and its interpretation as the earliest Virtual Reality.

Kang Arul says

salah satu sumber untuk desertasi