



Virtual Environments '99 : Proceedings of the Eurographics Workshop in Vienna, Austria, May 31-June 1, 1999 /

Gervautz, M. (
Michael)

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Monografía

The special focus of this volume lies on augmented reality. Problems like real-time rendering, tracking, registration and occlusion of real and virtual objects, shading and lighting interaction and interaction techniques in augmented environments are addressed. The papers collected in this book also address levels of detail, distributed environments, systems and applications and interaction techniques

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Autores: Schmalstieg, D. (Dieter) Hildebrand, A. (Axel)

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Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es