



METADATA

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Abstract

This book aims to present the theoretical background, technologies, design, implementation and evaluation techniques as well as applications of Virtual Reality Systems. It is a complete electronic book that covers all the topics of related fields such as Mathematics, Electrical Engineering, Ergonomics,

Psychology and of course Information Technology which is necessary for understanding the specifics of developing a System Virtual Reality. The book is addressed to students, undergraduates and postgraduates, who want to become familiar with the development of Virtual Reality Systems.

