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Jérémy Lacoche , Thierry Duval , Bruno Arnaldi , Eric Maisel , Jérôme Royan, Plasticity for 3D user interfaces: new models for devices and interaction techniques, Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, June 23-26, 2015, Duisburg, Germany

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3D UI Book - Virginia Tech

In 3D user interaction (3DUI) the human interacts with a computer or other device with an aspect of three-dimensional space. This interaction is created thanks to the interfaces, which will be the intermediaries between human and machine. 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.

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3D User Interfaces: Theory and Practice

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3D Interaction - Wikipedia

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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