The VR Book

Human-Centered Design for Virtual Reality



Jason Jerald, Ph.D.





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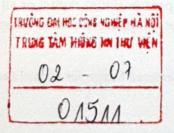
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ACM Books #8



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ISBN: 978-1-97000-112-9 paperback

ISBN: 978-1-97000-113-6 ebook

ISBN: 978-1-62705-114-3 ePub

ISBN: 978-1-97000-115-0 hardcover

Series ISSN: 2374-6769 print 2374-6777 electronic

A publication in the ACM Books series, #8 Editor in Chief: M. Tamer Özsu, *University of Waterloo*

Area Editor: John C. Hart, University of Illinois

First Edition

10 9 8 7 6 5 4 3 2 1

DOIS

10.1145/2792790 Book 10.1145/2792790.2792791 Preface/Intro 10.1145/2792790.2792792 Part I 10.1145/2792790.2792793 Chap. 1 10.1145/2792790.2792794 Chap. 2 10.1145/2792790,2792795 Chap. 3 10.1145/2792790.2792796 Chap. 4 10.1145/2792790.2792797 Chap. 5 10.1145/2792790.2792798 Part II 10.1145/2792790.2792799 Chap. 6 10.1145/2792790.2792800 Chap. 7 10.1145/2792790.2792801 Chap. 8 10.1145/2792790.2792802 Chap. 9 10.1145/2792790.2792803 Chap. 10 10.1145/2792790.2792804 Chap. 11 10.1145/2792790.2792805 Part III 10.1145/2792790.2792806 Chap. 12 10.1145/2792790.2792807 Chap. 13 10.1145/2792790.2792808 Chap. 14 10.1145/2792790.2792809 Chap. 15

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There are many facets to VR creation, ranging from getting the technology right, sometimes during exhausting overnight sessions, to the fascinating and abundant collaboration with others in the VR community. At times, what we are embarking on can feel overwhelming. When that happens, I look to a quote by George Bernard Shaw posted on my wall and am reminded about the joy of being a part of the VR revolution.

This is the true joy in life, the being used for a purpose recognized by yourself as a mighty one; the being a force of nature . . . I am of the opinion that my life belongs to the whole community and as long as I live it is my privilege to do for it whatever I can. I want to be thoroughly used up when I die, for the harder I work, the more I live. I rejoice in life for its own sake. Life is no "brief candle" to me. It is sort of a splendid torch which I have a hold of for the moment, and I want to make it burn as brightly as possible before handing it over to future generations.

This book is thus dedicated to the VR community and the future generations that will create many virtual worlds as well as change the real world. My purpose in writing this book is to welcome others into this VR community, to help fuel a VR revolution that changes the world and the way we interact with it and each other, in ways that have never before been possible—until now.

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