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In computing, 3D interaction is a form of human-machine interaction where users are able to move and perform interaction in 3D space. Both human and machine process information where the physical position of elements in the 3D space is relevant. 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. When the real physical space is used for data input, the human interacts with the machine performing act

3D user interaction - Wikipedia

Three-dimensional user interfaces are finally receiving their due! Research in 3D interaction and 3D display began in the 1960s, pioneered by researchers like Ivan Sutherland, Bob Sproull, Fred Brooks, Andrew Ortony, and Richard Feldman.

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3D user interfaces : theory and practice (Book, 2017

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3D User Interfaces: Theory and Practice . 2004.

Abstract. No abstract available. Cited By. Ghazwani Y and Smith S Interaction in Augmented Reality

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Proceedings of the 2020 4th International Conference on Virtual and Augmented Reality Simulations, (39-44)

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These include the exploration of virtual 3D space, interaction techniques for window/icon sorting, focus, and embellishment. The seminal paper for post-WIMP interfaces is "Non Command User Interfaces" by Jakob Nielsen 1993, followed by "The Anti-Mac Interface". Updated proposals are discussed in "Post-WIMP user interfaces" by Andries van Dam.

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