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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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User interfaces are the means for communication between users and systems. 3D interfaces include media for 3D representation of system state, and media for 3D user input or manipulation. Using 3D representations is not enough to create 3D interaction. The users must have a way of performing actions in 3D as well.

### **3D interaction - Wikipedia**

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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.

### **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.

### **3D user interaction - Wikipedia**

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discussion of realism and magic in designing 3D UIs also directly relates to the aesthetics of the 3D environment. The traditional focus of interactive 3D computer graphics, strongly influenced by the film and simulation industries, was to strive for photorealistic rendering—attempting to explicitly reproduce physical ...

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