
Contents

Preface	xi
Introduction	xv
Bruno ARNALDI, Pascal GUITTON and Guillaume MOREAU	
Chapter 1. New Applications	1
Bruno ARNALDI, Stéphane COTIN, Nadine COUTURE, Jean-Louis DAUTIN, Valérie GOURANTON, François GRUSON and Domitile LOURDEAUX	
1.1. New industrial applications	1
1.1.1. Virtual reality in industry	1
1.1.2. Augmented reality and industrial applications	3
1.1.3. VR-AR for industrial renewal	4
1.1.4. And what about augmented reality?	12
1.2. Computer-assisted surgery	14
1.2.1. Introduction	14
1.2.2. Virtual reality and simulation for learning	16
1.2.3. Augmented reality and intervention planning	21
1.2.4. Augmented reality in surgery	26
1.2.5. Current conditions and future prospects	31
1.3. Sustainable cities	32
1.3.1. Mobility aids in an urban environment	33
1.3.2. Building and architecture	37
1.3.3. Cities and urbanism	41
1.3.4. Towards sustainable urban systems	46

1.4. Innovative, integrative and adaptive societies	48
1.4.1. Education	48
1.4.2. Arts and cultural heritage	54
1.4.3. Conclusion	60
1.5. Bibliography	61
Chapter 2. The Democratization of VR-AR	73
Sébastien KUNTZ, Richard KULPA and Jérôme ROYAN	
2.1. New equipment	73
2.1.1. Introduction	73
2.1.2. Positioning and orientation devices	74
2.1.3. Restitution devices	82
2.1.4. Technological challenges and perspectives	100
2.1.5. Conclusions on new equipment	109
2.2. New software	111
2.2.1. Introduction	111
2.2.2. Developing 3D applications	113
2.2.3. Managing peripheral devices	116
2.2.4. Dedicated VR-AR software solutions	119
2.2.5. Conclusion	120
2.3. Bibliography	121
Chapter 3. Complexity and Scientific Challenges	123
Ferran ARGELAGUET SANZ, Bruno ARNALDI, Jean-Marie BURKHARDT, Géry CASIEZ, Stéphane DONIKIAN, Florian GOSSELIN, Xavier GRANIER, Patrick LE CALLET, Vincent LEPETIT, Maud MARCHAL, Guillaume MOREAU, Jérôme PERRET and Toinon VIGIER	
3.1. Introduction: complexity	123
3.1.1. Physical model and detecting collisions	124
3.1.2. Populating 3D environments: single virtual human to a surging crowd	130
3.1.3. The difficulty of making 3D interaction natural	137
3.1.4. The difficulty of synthesizing haptic feedback	141
3.2. The real-virtual relationship in augmented reality	150
3.2.1. Acquisition and restitution equipment	151
3.2.2. Pose computation	152
3.2.3. Realistic rendering	156

3.3. Complexity and scientific challenges of 3D interaction	158
3.3.1. Introduction	158
3.3.2. Complexity and challenges surrounding the 3D interaction loop	158
3.3.3. Challenge 1: sensory-motor actions for interaction	159
3.3.4. Challenge 2: multisensory feedback	163
3.3.5. Challenge 3: users and perception	166
3.3.6. Conclusion	167
3.4. Visual perception	168
3.4.1. A glossary of terms related to unease, fatigue and physical discomfort	168
3.4.2. Display factors	173
3.4.3. Conclusion	179
3.5. Evaluation	179
3.5.1. Objectives and scope of this section	179
3.5.2. Evaluation: a complex problem	180
3.5.3. Evaluation using studies with human subjects	184
3.5.4. Drawbacks to overcome	193
3.5.5. Evolutions in measuring performance and behavior, characterizing participants	195
3.5.6. Conclusion and perspectives	200
3.6. Bibliography	201
Chapter 4. Towards VE that are More Closely Related to the Real World	217
Géry CASIEZ, Xavier GRANIER, Martin HACHET, Vincent LEPETIT, Guillaume MOREAU and Olivier NANNIPIERI	
4.1. “Tough” scientific challenges for AR	218
4.1.1. Choosing a display device	218
4.1.2. Spatial localization	221
4.2. Topics in AR that are rarely or never approached	223
4.2.1. Introduction	223
4.2.2. Hybridization through a screen or HMD	224
4.3. Spatial augmented reality	227

4.3.1. Hybridization of the real world and the virtual world	227
4.3.2. Current evolutions	228
4.4. Presence in augmented reality	229
4.4.1. Is presence in reality the model for presence in virtual environments?	229
4.4.2. Mixed reality: an end to the real versus virtual binary?	231
4.4.3. From mixed reality to mixed presence	231
4.4.4. Augmented reality: a total environment	232
4.5. 3D interaction on tactile surfaces	233
4.5.1. 3D interaction	234
4.5.2. 3D interaction on tactile surfaces	236
4.6. Bibliography	240
Chapter 5. Scientific and Technical Prospects	247
Caroline BAILLARD, Philippe GUILLOTEL, Anatole LÉCUYER, Fabien LOTTE, Nicolas MOLLET, Jean-Marie NORMAND and Gaël SEYDOUX	
5.1. The promised revolution in the field of entertainment	247
5.1.1. Introduction	247
5.1.2. Defining a new, <i>polymorphic</i> immersive medium	248
5.1.3. Promised experiences	251
5.1.4. Prospects	255
5.2. Brain-computer interfaces	258
5.2.1. Brain-computer interfaces: introduction and definitions	258
5.2.2. What BCIs cannot do	260
5.2.3. Working principle of BCIs	261
5.2.4. Current applications of BCIs	263
5.2.5. The future of BCIs	268
5.3. Alternative perceptions in virtual reality	269
5.3.1. Introduction	269
5.3.2. Pseudo-sensory feedback	271
5.3.3. Alternative perception of movement	275
5.3.4. Altered perception of one's body	278

5.3.5. Conclusion	283
5.4. Bibliography	284
Chapter 6. The Challenges and Risks of Democratization of VR-AR	289
Philippe FUCHS	
6.1. Introduction	289
6.2. Health and comfort problems	292
6.2.1. The different problems	292
6.2.2. Sensorimotor incoherences	293
6.3. Solutions to avoid discomfort and unease	297
6.3.1. Presentation of the process	297
6.3.2. Mitigation of the impact on visuo-vestibular incoherence	297
6.3.3. Removing visuo-vestibular incoherence by modifying the functioning of the interaction paradigm	298
6.3.4. Removing visuo-vestibular incoherence by modifying interfaces	299
6.3.5. Levels of difficulty in adapting	299
6.4. Conclusion	300
6.5. Bibliography	301
Conclusion	303
Bruno ARNALDI, Pascal GUITTON and Guillaume MOREAU	
Postface	309
Bruno ARNALDI, Pascal GUITTON and Guillaume MOREAU	
Glossary	315
List of Authors	317
Index	321