



Interakcje Wielopunktowe z Obiektami Rzeczywistymi i Wirtualnymi: Tom 18

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Opis

Multi-point Interaction with Real and Virtual Objects: 18

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- **temat:** Automatic control engineering, Artificial intelligence, User interface design & usability, Computer modelling & simulation, Graphics programming, TECHNOLOGY & ENGINEERING / Automation, TECHNOLOGY & ENGINEERING, Automation, COMPUTERS / Artificial Intelligence / General, COMPUTERS, Artificial Intelligence, General, COMPUTERS / User Interfaces, User Interfaces, COMPUTERS / Computer Simulation, Computer Simulation, COMPUTERS / Software Development & Engineering / Computer Graphics, Software Development & Engineering, Computer Graphics, Control and Systems Theory, Control, Robotics, Mechatronics, User Interfaces and Human Computer Interaction, Simulation and Modeling, Control, Robotics, Automation, Computer Modelling, HC/Technik/Elektronik, Elektrotechnik, Nachrichtentechnik, HC, Technik, Elektronik, Elektrotechnik, Nachrichtentechnik, HC/Informatik, EDV/Informatik, Informatik, EDV, Informatik, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, Betriebssysteme, Benutzeroberflächen, HC/Informatik, EDV/Anwendungs-Software, Anwendungs-Software, Design;Haptic Perception;Haptic Rendering;Haptics;Mult-Point Interaction;Robot Manipulation Grasping Control;Sensor;algorithms;automation;autonom;modeling;perception;robot;robotics, Human-computer interaction, Computer modelling and simulation, COMPUTERS / Artificial Intelligence / General, COMPUTERS / Computer Simulation, COMPUTERS / Human-Computer Interaction (HCI), COMPUTERS / Software Development & Engineering / Computer Graphics, COMPUTERS / User Interfaces, Computers/Artificial Intelligence - General, Computers/Computer Science, Computers/Computer Simulation, Computers/Human-Computer Interaction (HCI), Computers/Software Development & Engineering - Computer Graphics, Computers/User Interfaces, TECHNOLOGY & ENGINEERING / Automation, TECHNOLOGY & ENGINEERING / Electrical, Technology & Engineering/Automation, Technology & Engineering/Electrical, Technology & Engineering/Mechanical, Technology & Engineering/Robotics, Artificial intelligence, Automatic control engineering, Computer modelling & simulation, Cybernetics & systems theory, Graphics programming, Human-computer interaction, User interface design & usability, Computer modelling and simulation, Computermmodellierung und -simulation, Grafikprogrammierung, Human-computer interaction, Künstliche Intelligenz, Mensch-Computer-Interaktion, Regelungstechnik, HC/Informatik, EDV/Anwendungs-Software, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, HC/Informatik, EDV/Informatik, HC/Technik/Elektronik, Elektrotechnik, Nachrichtentechnik, Hardcover, Softcover / Technik/Elektronik, Elektrotechnik, Nachrichtentechnik
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