Interactive 3D multimedia content: models for creation, management, search and presentation

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Abstrak

The book describes recent research results in the areas of modelling, creation, management and presentation of interactive 3D multimedia content. The book describes the current state of the art in the field and identifies the most important research and design issues. These are, database modelling of 3D content, security in 3D environments, describing interactivity of content, searching content, visualization of search results, modelling mixed reality content, and efficient creation of interactive 3D content. Each chapter is illustrated with example applications based on the proposed approach. The final chapter discusses some important ethical issues related to the widespread use of virtual environments in everyday life.