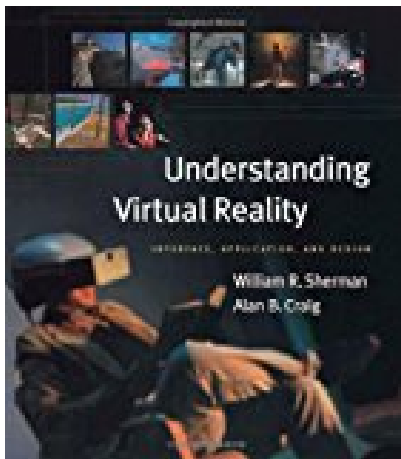


# Understanding Virtual Reality Interface Application and Design The Morgan Kaufmann Series in Computer Graphics

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