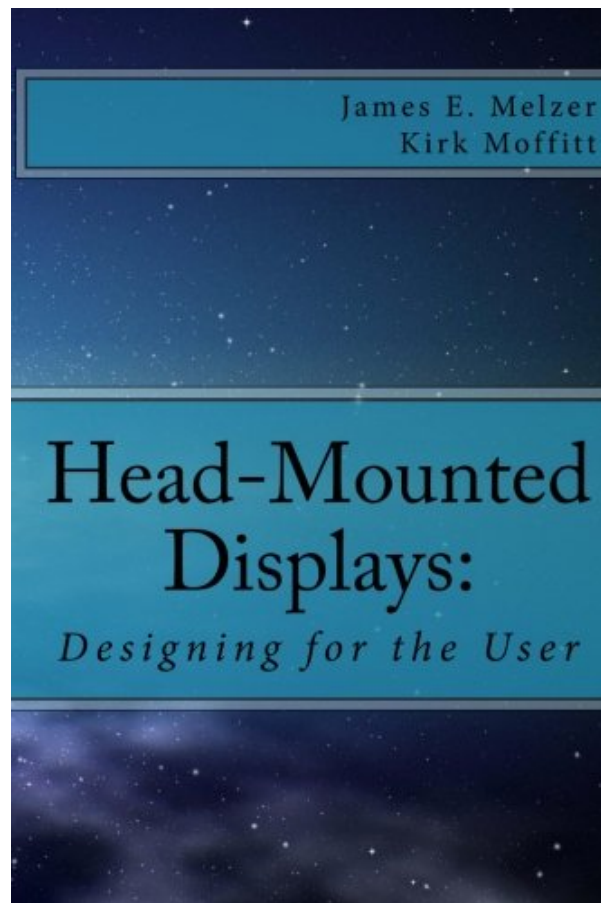
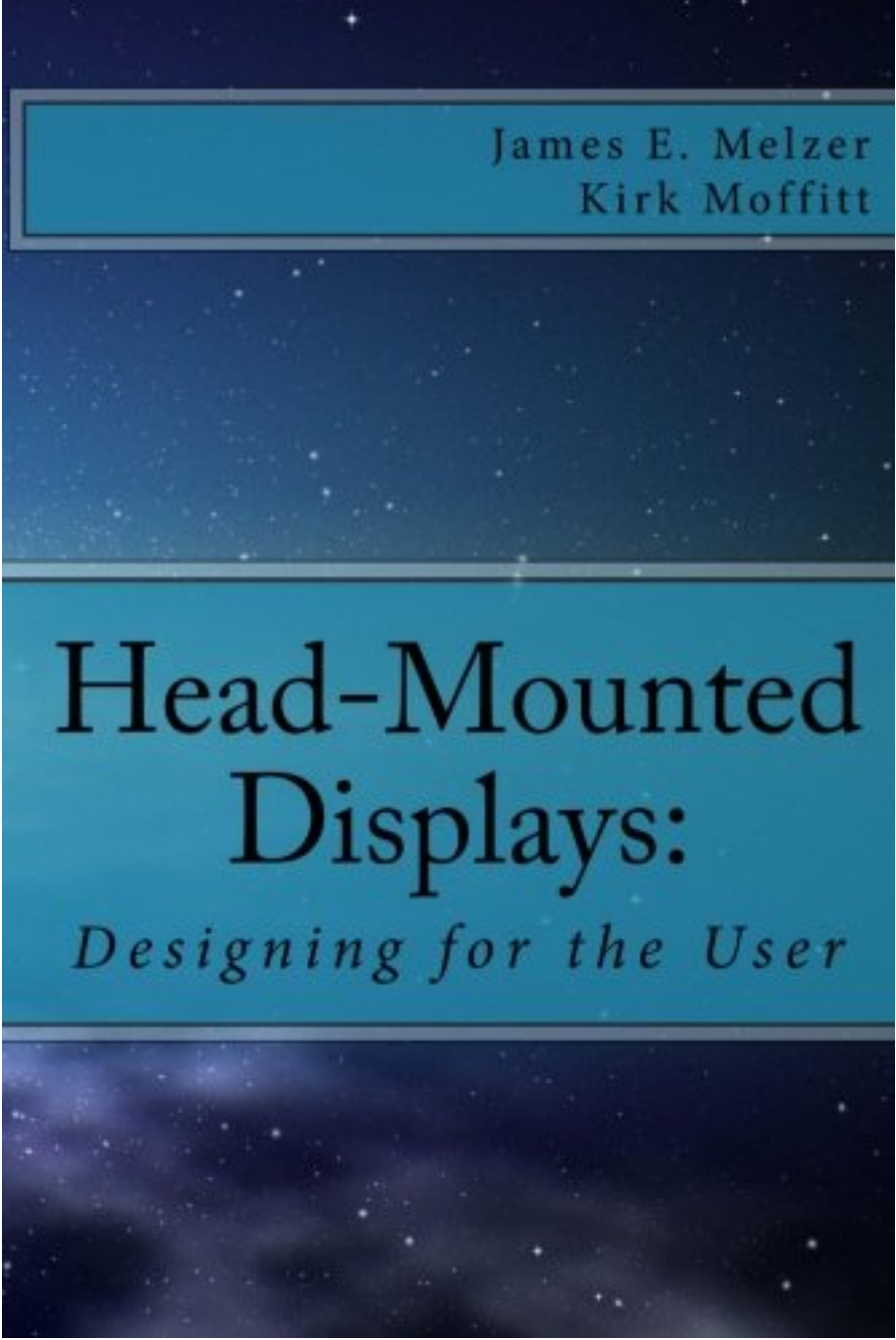


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From the Back Cover

Create optimum HMDs for the 21st century! You have found the first guide to head-mounted displays (HMDs) that places the emphasis where it belongs--on the end-user. This volume addresses key disciplines for future head-mounted virtual reality (VR), industrial and military display systems. It gives you a solid understanding of factors critical to end-user acceptance: user-centered design, imaging and optics, anthropometry, safety, human factors, visual perception, and system testing. Expert contributors focus on end-user needs to help you meet the toughest challenges of designing HMDs. They show you how to: Link human task performance to HMD system properties; Make the right design trade-offs to optimize human performance; Present high-quality, well-aligned imagery; Accomodate a diverse range of head shapes and sizes; Assess limits for head-supported weight and size; Use correct models to present stereoscopic imagery; Test HMDs for utility and user acceptance. HMD visual displays, image alignment, head and neck strain, and brain-actuated control are explored indepth. You also have access to a superb categorization of HMD optical design, and a state-of-the-art model for stereoscopic viewing. From basic optical parameters to supporting HMDs with head-tracking data, this guide covers the important aspects of designing cutting-edge HMDs for the designer, user, and buyer of next-generation devices and systems.

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An edited collection of chapters describing the design of head and helmet-mounted displays from a user-centered perspective. Topics range include optical design, visual perception and comfort, head and neck biomechanics, anthropometry and fit, stereoscopic constructs and testing.

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Ex

By Jerry Isdale

An excellent reference on HMD design. I highly recommend this book to HMD designers and the interested user. The 12 chapters by a variety of authors cover a wide range of HMD issues, from basic requirements, through optics design, head and neck biometrics (and myths of anthropometrics), stereoscopic vision, and, yes, usability testing. There is also a chapter on Brain Actuated Controls for those seeking the exotic input devices.

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