

Advanced visualization and interaction applied to virtual scenarios

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Abstract The advanced visualization and human-computer interaction techniques are usually related to the virtual and augmented reality worlds, but they have many different fields of application. In this thesis, two of these fields are studied: virtual TV sets and interactive museums. In the first case, a new scalable and flexible hardware and software architecture that allows the agile inclusion of new devices for a better interactivity in the virtual TV set is presented. Through this architecture it is possible to face some of the classical challenges of this technology that have not been completely solved yet. In the other hand, different advanced visualization techniques have been analyzed and tested in order to improve the composition between the virtual and real worlds. In the interactive museums field, four projects making use of new devices and interactive metaphors to make them more attractive for the users are presented. The design, implementation and exhibition process of each of the modules in different interactive museums is described. Finally, the added value contributed by the advanced visualization and interaction techniques on each of these cases is analyzed.

LIGAZÓNS

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