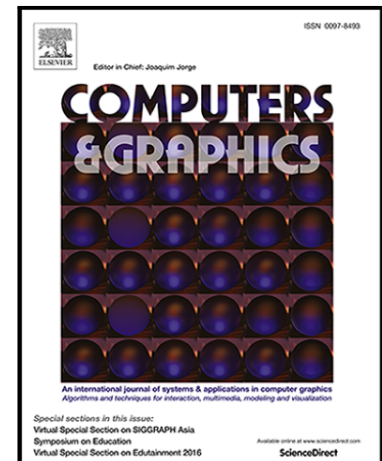


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Evaluating the Effect of Positional Head-Tracking on Task Performance in 3D Modeling User Interfaces

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Highlights

- Quantitative results of a user study on human factors in 3D user interfaces.
- Focus on 3D design work (UI & task related to work, participants were artists).
- The VR device was a modern head-worn display (Oculus Rift DK2).
- We tested two different input modalities: a 3D input glove and 2D mouse.
- Found no evidence for effect on human performance from positional head-tracking.

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