Graphics And Graphic Information Processing

Graphics and Graphic Information Processing-Jacques Bertin 1981-01-01

Federal Information Processing Standards Publication- 1987

Graphical Information Processing of Quantitative Data-Shaun Eric Marsh 1990

Semiology of Graphics-Jacques Bertin 2011 Originally published in French in 1967, "Semiology of Graphics" holds a significant place in the theory of information design. It presents a close study of graphic techniques including shape, orientation, color, texture, volume, and size in an array of more than 1,000 maps and diagrams.

A Bibliography on Writing and Written Language-Konrad Ehlich 1996 The bibliography offers information on research about writing and written language over the past 50 years. No comprehensive bibliography on this subject has been published since Sattler's (1935) handbook. With a selection of some 27,500 titles it covers the most important literature in all scientific fields relating to writing. Emphasis has been placed on the interdisciplinary organization of the bibliography, creating many points of common interest for literacy experts, educationalists, psychologists, sociologists, linguists, cultural anthropologists, and historians. The bibliography is organized in such a way as to provide the specialist as well as the researcher in neighboring disciplines with access to the relevant literature on writing in a given field. While necessarily selective, it also offers information on more specialized bibliographies. In addition, an overview of norms and standards concerning 'script and writing' will prove very useful for non-professional readers. It is, therefore, also of interest to the generally interested public as a reference work for the humanities.

New Methods of Geostatistical Analysis and Graphical Presentation-Roberto Bachi 2007-07-27 New Methods of Geostatistical Analysis and Graphical Presentation

Graphics and graphic information-processing (La graphique et le traitement graphique de l'information, engl.)-Jacques Bertin 1981

International Conference on Cognitive based Information Processing and Applications (CIPA 2021)-Bernard J. Jansen 2021-10-28 This book contains papers presented at the International Conference on Cognitive based Information Processing and Applications (CIPA) held during August 21, 2021, online conference (since COVID 19), which is divided into a 2-volume book. The papers in the second volume represent the various technological advancements in network information processing, graphics and image processing, medical care, machine learning, smart cities. It caters to postgraduate students, researchers, and practitioners specializing and working in the area of cognitive-inspired computing and information processing.

Advances in Information Systems Development-Gabor Maygar 2007-08-28 This volume carries the proceedings of the 15th International Conference on Information Systems Development (ISD). ISD progresses rapidly, continually creating new challenges. Progress in ISD comes from research as well as from practice. The aim of the Conference is to provide an international forum for the exchange of ideas and experiences between academia and industry, and to stimulate exploration of new solutions.

Information Visualization-Robert Spence 2014-11-03 Information visualization is the act of gaining insight into data, and is carried out by virtually everyone. It is usually facilitated by turning data – often a collection of numbers – into images that allow much easier comprehension. Everyone benefits from information visualization, whether internet shopping, investigating fraud or indulging an interest in art. So no assumptions are made about specialist background knowledge in, for example, computer science, mathematics, programming or human cognition. Indeed, the book is directed at two main audiences. One comprises first year students of any discipline. The other comprises graduates – again of any discipline – who are taking a one- or two-year course of training to be visual and interaction designers. By focusing on the activity of design the pedagogical approach adopted by the book is based on the view that the best way to learn about the subject is to do it, to be creative: not to prepare for the ubiquitous examination paper. The content of the book, and the associated exercises, are typically used to support five creative design exercises, the final one being a group project mirroring the activity of a consultancy undertaking a design (not an implementation) for a client. Engagement with the material of this book can have a variety of outcomes. The composer of a school newsletter and the applicant for a multi-million investment should both be able to convey their message more effectively, and the curator of an exhibition will have new presentational techniques on their palette. For those students training to be visual/interaction designers the exercises have led to original and stimulating outcomes.

Statistical Graphics for Univariate and Bivariate Data-William G. Jacoby 1997-02-24 Graphical displays that researchers can employ as an integral part of the data analysis process are frequently more revealing than traditional, numerical summary statistics. Providing strategies for examining data more effectively, this volume focuses on: univariate methods such as histograms, smoothed histograms, univariate scatterplots, quantile plots, box plots, dot plots. It describes bivariate methods such as scatterplot construction guidelines, jittering for overplotted points, marginal boxplots, scatterplot slicing, the Loess procedure for nonparametric scatterplot smoothing, and banking to 45 degrees for enhanced visual perception.

Design for Information-Isabel Meirelles 2013-10 Design for Information provides a series of visualizations that are analyzed for their design principles and methods. This book provides critical and analytical tools that benefit the design process.

Stable Implementation Agreements for Open Systems Interconnection Protocols, Version 2, Edition 1-Tim Boland 1989

Graphic Discovery-Howard Wainer 2013-10-24 Good graphs make complex problems clear. From the weather forecast to the Dow Jones average, graphs are so ubiquitous today that it is hard to imagine a world without them. Yet they are a modern invention. This book is the first to comprehensively plot humankind's fascinating efforts to visualize data, from a key seventeenth-century precursor--England's plague-driven initiative to register vital statistics--right up to the latest advances. In a highly readable, richly illustrated story of invention and inventor that mixes science and politics, intrigue and scandal, revolution and shopping, Howard Wainer validates Thoreau's observation that circumstantial evidence can be quite convincing, as when you find a trout in the milk. The story really begins with the eighteenth-century origins of the art, logic, and methods of data display, which emerged, full-grown, in William Playfair's landmark 1786 trade atlas of England and Wales. The remarkable Scot singlehandedly popularized the atheoretical plotting of data to reveal suggestive patterns--an achievement that foretold the graphic explosion of the nineteenth century, with atlases published across the observational sciences as the language of science moved from words to pictures. Next come succinct chapters illustrating the uses and abuses of this marvelous invention more recently, from a murder trial in Connecticut to the Vietnam War's effect on college admissions. Finally Wainer examines the great twentieth-century polymath John Wilder Tukey's vision of future graphic displays and the resultant methods--methods poised to help us make sense of the torrent of data in our information-laden world.

Readings in Information Visualization-Mackinlay Card 1999-02-08 This groundbreaking book defines the emerging field of information visualization and offers the first-ever collection of the classic papers of the discipline, with introductions and analytical discussions of each topic and paper. The authors' intention is to present papers that focus on the use of visualization to discover relationships, using interactive graphics to amplify thought. This book is intended for research professionals in academia and industry; new graduate students and professors who want to begin work in this burgeoning field; professionals involved in financial data analysis, statistics, and information design; scientific data managers; and professionals involved in medical, bioinformatics, and other areas. Features Full-color reproduction throughout Author power team - an exciting and timely collaboration between the field's pioneering, most-respected names The only book on Information Visualization with the depth necessary for use as a text or as a reference for the information professional Text includes the classic source papers as well as a collection of cutting edge work

Computer and Information Science 2009-Roger Lee 2009-05-01 This volume includes the best papers of the IEEE/ACIS International Conference on Computer and Information Science, ICIS 2009, held on June 2009 in Shanghai, China.

Handbook of Human-Computer Interaction-M.G. Helander 1997-08-18 This completely revised edition, of the Handbook of Human-Computer Interaction, of which 80% of the content is new, reflects the developments in the field since the publication of the first edition in 1988. The handbook is concerned with principles for design of the Human-Computer Interface, and has both academic and practical purposes. It is intended to summarize the research and provide recommendations for how the information can be used by designers of computer systems. The volume may also be used as a reference for teaching and research. Professionals who are involved in design of HCI will find this volume indispensable, including: computer scientists, cognitive scientists, experimental psychologists, human factors professionals, interface designers, systems engineers, managers and executives working with systems development. Much of the information in the handbook may also be generalized to apply to areas outside the traditional field of HCI.

The Complete Graphic Designer-Ryan Hembree 2006-10-01 Offers insight and information to help design students apply their skills to the commercial industry. Graphic design is a fast growing industry with thousands of new designers and students joining its ranks every year. The explosion of the graphic design field has resulted in the release of hundreds of new books, with subjects ranging from logo design to web design, design history to design criticism; today there are very few subjects related to the industry that have not been written about in one form or another. While the wealth of information and resources available to the graphic designer is extensive, it makes it hard to gain an overall perspective of graphic design and its practical applications in the field, as the content and subject matter of most books is very specialized. Design educators, especially at the collegiate level, have an increasingly difficult task of teaching a well-rounded course in graphic design, as they have to pull curriculum ideas from many sources, and require the students to purchase numerous texts. The Complete Graphic Designer is that well-rounded course in graphic design. It is not an instructional "how to" book, nor will it feature a series of suggested curriculum or problems for designers or students to solve. Rather, this book will be a concise overview of the many facets of graphic design, such as communication theory and why it is important; various types of problems that designers confront on a daily basis; and the considerations that must be made when trying to solve those visual problems. In addition, it features prominent designers and design firms that are renown for work in a certain type of design, and frequent "sidebars" or articles that include useful information on graphic design. This book provides a complete an comprehensive look at what graphic design is and what it means to be a graphic designer from an applied perspective, with chapters including Design for Communication, The Design Process, Page Layout, Visual Problems, Corporate Identity, and Branding.

Document Architecture in Open Systems: The ODA Standard-Wolfgang Appelt 2012-12-06 In 1989, the ISO Standard 8613 "Office Document Architecture (ODA) and Interchange Format" was published. The Standard is intended for the interchange of documents in an Open Systems environment. ISO 8613 is technically identical to the CCITT Recommendations of the T.410 series called "Open Document Architecture (ODA) and Interchange Format" published in 1988. Almost all major companies in the office automation and telecommunication area are currently developing products based on this Standard. In this book, all important aspects of the presently publishedeight parts of the Standard are discussed. The book provides a comprehensiveand detailed introduction to the technical specifications of ISO 8613 and the concepts on which these specifications are based, including the extensions which were added to the ODA Standard in 1991. The book isprimarily addressed to readers who want to investigate the applicability of the Standard for their document interchange problems, plan to acquire products based on the Standard, or intend to develop document processingsystems conforming to the Standard.

Proceedings of the Eighteenth Annual Conference of the Cognitive Science Society-Garrison W. Cottrell 2019-02-21 This volume features the complete text of all regular papers, posters, and summaries of symposia presented at the 18th annual meeting of the Cognitive Science Society. Papers have been loosely grouped by topic, and an author index is provided in the back. In hopes of facilitating searches of this work, an electronic index on the Internet's World Wide Web is provided. Titles, authors, and summaries of all the papers published here have been placed in an online database which may be freely searched by anyone. You can reach the Web site at: http://www.cse.ucsd.edu/events/cogsci96/proceedings. You may view the table of contents for this volume on the LEA Web site at: http://www.erlbaum.com.

Computer-Generated Images-Nadia Magnenat-Thalmann 2012-12-06 Research, development, and applications in computer graphics have dramatically expanded in recent years. Because of decreasing prices, superior hardware is now being used and image quality is better than ever. Many people now require image-synthesis techniques and software for their applicaions. Moreover, the techniques of computer ani mation have become very popular. In this book, we present a wide range of applications of computer graphics. This book is a collection of 44 papers in various areas of computer graphics selected from papers presented at Graphics Interface '85. Graphics Interface '85, held from May 27 to 31 in Montreal, was the first truly international computer graphics conference in Canada. This year, for the first time, the conference was presented jointly by the Com puter Graphics Society and the Canadian Man-Computer Communications Society. This new arrangement gave the conference international scope. The conference was spon sored by the Department of Communications in Ottawa, the Department of Science and Technology in Quebec, Supply and Services Canada, the Natural Sciences and Engineer ing Research Council of Canada, Hydro-Quebec, the "Association Canadienne Fran«aise pour I' Avancement des Sciences", and the Canadian Broadcasting Corpora tion. Graphics Interface '85 was organized by "1'Ecole des Hautes Etudes Commerciales" of the University of Montreal. Over 100 papers were submitted to the conference , but 64 were selected by the inter national program committee for presentation. This book contains new expanded versions of the papers.

Single-Case Research Design and Analysis (Psychology Revivals)-Thomas R. Kratochwill 2015-04-10 Originally published in 1992, the editors of this volume fulfill three main goals: to take stock of progress in the development of data-analysis procedures for single-subject research; to clearly explain errors of application and consider them within the context of new theoretical and empirical information of the time; and to closely examine new developments in the analysis of data from single-subject or small n experiments. To meet these goals, this book provides examples of applicable single-subject research data analysis. It presents a wide variety of topics and perspectives and hopes that readers will select the data-analysis strategies that best reflect their methodological approaches, statistical sophistication, and philosophical beliefs. These strategies include visual analysis, nonparametric tests, time-series experiments, applications of statistical procedures for multiple behaviors, applications of meta-analysis in single-subject research, and discussions of issues related to the application and misapplication of selected techniques.

Scientific and Technical Aerospace Reports- 1991

Human Computer Interaction Handbook-Julie A. Jacko 2012-05-04 Winner of a 2013 CHOICE Outstanding Academic Title Award The third edition of a groundbreaking reference, The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications raises the bar for handbooks in this field. It is the largest, most complete compilation of HCI theories, principles, advances, case st

Visualization of Time-Oriented Data-Wolfgang Aigner 2011-05-30 Time is an exceptional dimension that is common to many application domains such as medicine, engineering, business, or science. Due to the distinct characteristics of time, appropriate visual and analytical methods are required to explore and analyze them. This book starts with an introduction to visualization and historical examples of visual representations. At its core, the book presents and discusses a systematic view of the visualization of time-oriented data along three key questions: what is being visualized (data), why something is visualized (user tasks), and how it is presented (visual representation). To support visual exploration, interaction techniques and analytical methods are required that are discussed in separate chapters. A large part of this book is devoted to a structured survey of 101 different visualization techniques as a reference for scientists conducting related research as well as for practitioners seeking information on how their time-oriented data can best be visualized.

The Art of Technical Documentation-Katherine Haramundanis 2014-05-16 The Art of Technical Documentation presents concepts, techniques, and practices in order to produce effective technical documentation. The book provides the definition of technical documentation; qualities of a good technical documentation; career paths and documentation management styles; precepts of technical documentation; practices for gathering information, understanding what you have gathered, and methods for testing documentation; and considerations of information representation, to provide insights on how different representations affect reader perception of your documents. Technical writers and scientists will find the book a good reference material.

The Grammar of Graphics-Leland Wilkinson 2013-03-09 Written for statisticians, computer scientists, geographers, research and applied scientists, and others interested in visualizing data, this book presents a unique foundation for producing almost every quantitative graphic found in scientific journals, newspapers, statistical packages, and data visualization systems. It was designed for a distributed computing environment, with special attention given to conserving computer code and system resources. While the tangible result of this work is a Java production graphics library, the text focuses on the deep structures involved in producing quantitative graphics from data. It investigates the rules that underlie pie charts, bar charts, scatterplots, function plots, maps, mosaics, and radar charts. These rules are abstracted from the work of Bertin, Cleveland, Kosslyn, MacEachren, Pinker, Tufte, Tukey, Tobler, and other theorists of quantitative graphics.

Computer-Integrated Building Design-Tim Cornick 2005-08-10 Computer-Integrated Building Design is an accessible guide to the principles and applications of computer-integrated systems as applied to construction management. It describes current research, development and application of CAD related tools and techniques to the building design process and demonstrates the methods necessary to achieve knowledge-sharing in building design.

Diagrammatic Representation and Inference-Peter Chapman 2018-06-07 This book constitutes the refereed proceedings of the 10th International Conference on the Theory and Application of Diagrams, Diagrams 2018, held in Edinburgh, UK, in June 2018. The 26 revised full papers and 28 short papers presented together with 32 posters were carefully reviewed and selected from 124 submissions. The papers are organized in the following topical sections: generating and drawing Euler diagrams; diagrams in mathematics; diagram design, principles and classification; reasoning with diagrams; Euler and Venn diagrams; empirical studies and cognition; Peirce and existential graphs; and logic and diagrams.

Federal Register- 1992-05-26

People and Computers VII-British Computer Society. Human Computer Interaction Specialist Group. Conference 1992-10-22 Covers topics like hypertext, multimedia and graphics. Essential for designers, researchers and manufacturers.

HCI in Mobility, Transport, and Automotive Systems. Automated Driving and In-Vehicle Experience Design-Heidi Krömker 2020-07-10 This two-volume set LNCS 12212 and 12213 constitutes the refereed proceedings of the Second International Conference on HCI in Mobility, Transport, and Automotive Systems, MobiTAS 2020, held as part of the 22nd International Conference on Human-Computer Interaction, HCII 2020, in Copenhagen, Denmark, in July, 2020.* A total of 1439 full papers and 238 posters have been carefully reviewed and accepted for publication in HCII 2020. The papers cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. MobiTAS 2020

includes a total of 59 papers and they are organized in the following topical sections: Part I, Automated Driving and In-Vehicle Experience Design: UX topics in automated driving, and designing in-vehicle experiences. Part II, Driving Behavior, Urban and Smart Mobility: studies on driving behavior, and urban and smart mobility. *The conference was held virtually due to the COVID-19 pandemic.

The Map Reader-Martin Dodge 2011-05-09 WINNER OF THE CANTEMIR PRIZE 2012 awarded by the Berendel Foundation The Map Reader brings together, for the first time, classic and hard-to-find articles on mapping. This book provides a wide-ranging and coherent edited compendium of key scholarly writing about the changing nature of cartography over the last half century. The editorial selection of fifty-four theoretical and thought provoking texts demonstrates how cartography works as a powerful representational form and explores how different mapping practices have been conceptualised in particular scholarly contexts. Themes covered include paradigms, politics, people, aesthetics and technology. Original interpretative essays set the literature into intellectual context within these themes. Excerpts are drawn from leading scholars and researchers in a range of cognate fields including: Cartography, Geography, Anthropology, Architecture, Engineering, Computer Science and Graphic Design. The Map Reader provides a new unique single source reference to the essential literature in the cartographic field: more than fifty specially edited excerpts from key, classic articles and monographs critical introductions by experienced experts in the field focused coverage of key mapping practices, techniques and ideas a valuable resource suited to a broad spectrum of researchers and students working in cartography and GIScience, geography, the social sciences, media studies, and visual arts full page colour illustrations of significant maps as provocative visual 'think-pieces' fully indexed, clearly structured and accessible ways into a fast changing field of cartographic research

Spatial Computing: Issues in Vision, Multimedia and Visualization Technologies-T Caelli 1997-08-27 This book is the result of a special workshop on Spatial Computing which brought together experts in computer vision, visualization, multimedia and geographic information systems to discuss common problems and applications. The common theme of the workshop was the need to integrate human perception and domain knowledge with developing representations and solutions to problems which necessarily involve the interpretation of sensed data. The overwhelming conclusion was that these different areas of spatial computing should be communicating more than is done at present and that such workshops and publications would help this process. Contents:Foreword (T Caelli et al.)Bayesian Paradigms in Image Processing (Z-Q Liu)Robot Navigation by Visual Dead-Reckoning: Inspiration From Insects (M V Srinivasan et al.)Assessing Feature Importance in the Context of Object Recognition (G A W West)Geometric Variations: Analysis, Optimisation and Control (B T Daniel et al.)Using Aspect Graphs to Control the Recovery and Tracking of Deformable Models (S J Dickinson & D Metaxas)The Role of Machine Learning in Building Image Interpretation Systems (T Caelli & W F Bischof)Recent Advances in Graph Matching (H Bunke & B T Messmer)Cooperative Spatial Reasoning for Image Understanding (T Matsuyama & T Wada)Human Understanding Limits in Visualization (A J Maeder)A Strategy and Architecture for the Visualisation of Complex Geographical Datasets (M Gahegan & D O'Bien)Visualizing Spatial Data: The Problem of Paradigms (P K Robertson)The Visitors Guide: A Simple Video Reuse Application (K Shearer et al.)Conceptual Representation for Multimedia Information (R W Smith et al.) Readership: Computer scientists. keywords:Machine Learning and Vision;Visualization;Geograpgic Information Systems;Object Recognition;Surveillance;Multimedia;Image Understanding

Information Design-Rune Pettersson 2002 The goal of communication-oriented design of messages should always be clarity of communication. In information design the task of the sender is actually not completed until the receivers have received and understood the intended messages. Information Design ▯ An introduction includes chapters explaining verbo-visual communication, information and message design principles, design processes, and design tools. These chapters can be seen as a general framework for production of information and learning materials. Based on theories for verbo-visual communication this book presents several practial guidelines for the use of text, symbols, visuals, typography, and layout in information and learning materials. Rune Pettersson is Professor of Information Design at the Department of Innovation, Design and Product Development (IDP) at Mälardalen University in Eskilstuna, Sweden.

Computer Aided Design-Jose L. Encarnacao 2012-12-06 2 e This book describes principles, methods and tools that are common to computer applications for design tasks. CAD is considered in this book as a discipline that provides the required know-how in computer hardware and software, in systems analysis and in engineering methodology for specifying, designing, implementing, introducing, and using computer based systems for design purposes. The first chapter gives an impression of the book as a whole, and following chapters deal with the history and the components of CAD, the process aspect of CAD, CAD architecture, graphical devices and systems, CAD engineering methods, CAD data transfer, and application examples. The flood of new developments in the field and the success of the first edition of this book have led the authors to prepare this completely revised, updated and extended second edition. Extensive new material is included on computer graphics, implementation methodology and CAD data transfer; the material on graphics standards is updated. The book is aimed primarily at engineers who design or install CAD systems. It is also intended for students who seek a broad fundamental background in CAD.

Interactive Visual Data Analysis-Christian Tominski 2020-03-27 In the age of big data, being able to make sense of data is an important key to success. Interactive Visual Data Analysis advocates the synthesis of visualization, interaction, and automatic computation to facilitate insight generation and knowledge crystallization from large and complex data. The book provides a systematic and comprehensive overview of visual, interactive, and analytical methods. It introduces criteria for designing interactive visual data analysis solutions, discusses factors influencing the design, and examines the involved processes. The reader is made familiar with the basics of visual encoding and gets to know numerous visualization techniques for multivariate data, temporal data, geo-spatial data, and graph data. A dedicated chapter introduces general concepts for interacting with visualizations and illustrates how modern interaction technology can facilitate the visual data analysis in many ways. Addressing today's large and complex data, the book covers relevant automatic analytical computations to support the visual data analysis. The book also sheds light on advanced concepts for visualization in multi-display environments, user guidance during the data analysis, and progressive visual data analysis. The authors present a top-down perspective on interactive visual data analysis with a focus on concise and clean terminology. Many real-world examples and rich illustrations make the book accessible to a broad interdisciplinary audience from students, to experts in the field, to practitioners in data-intensive application domains. Features: Dedicated to the synthesis of visual, interactive, and analysis methods Systematic top-down view on visualization, interaction, and automatic analysis Broad coverage of fundamental and advanced visualization techniques Comprehensive chapter on interacting with visual representations Extensive integration of automatic computational methods Accessible portrayal of cutting-edge visual analytics technology Foreword by Jack van Wijk For more information, you can also visit the author website, where the book's figures will be made available under the CC BY Open Access license: https://ivda-book.de/

Software Studies-Roger F. Malina 2008 This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

Building Interactive Systems-Philip Gray 2013-03-09 Architectures and tools are two important considerations in the construction of interactive computer systems. The former is concerned with the optimal structural organisation of systems and the latter with the effective support of the design and management of user interfaces. They are regarded as the areas of research most likely to contribute to the development of existing interactive systems, in particular by providing improved architectures capable of supporting new styles of interaction and more sophisticated software tools to improve productivity. This volume combines the proceedings of two workshops held in York and Glasgow which concentrated on architectures and tools respectively. In doing so it addresses the problems of user interface construction from two complementary viewpoints and provides alternative perspectives on many of the central issues. Some of the papers are published in expanded form to provide a more comprehensive coverage of the topics and two additional papers have been included which offer a useful insight into issues raised by the workshops. The papers address formal and theoretical concerns as well as academic and commercial ones. Specific topics covered include novel-input models, architectures for real-time systems and object-oriented user interface tools for X-widgets, NeWS- and Smalltalk-based applications. The papers also include presentations of new tools and architectural designs. Building Interactive Systems: Architectures and Tools provides the most extensive recent account of research into the relationship between architectures and tools in the construction of interactive computer systems and will be of interest to researchers, postgraduate students and software developers.

Visual Database Systems 4-Yannis Ioannidis 2013-03-09 In many of nowadays web-based environments for electronic marketing and commerce, that present large multimedia product and service catalogues, it becomes more and more difficult to provide naive end users, such as private consumers or commercial business partners, with intuitive user interfaces to access the large multimedia collections describing the presented products and services. The same holds for marketing managers and other employees responsible for managing and maintaining the large and constantly changing set of multimedia information chunks and fragments contained in these collections. As a consequence, many efforts are devoted to improve the quality of the interaction between users and databases. Virtual Reality (VR) techniques are a promising interaction paradigm particularly suited to novice and/or occasional users. The users are facilitated in the database navigation since the system proposes them an environment that reproduces a real situation and gives the possibility of interacting by manipulating objects that have a direct correspondence with known objects.

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