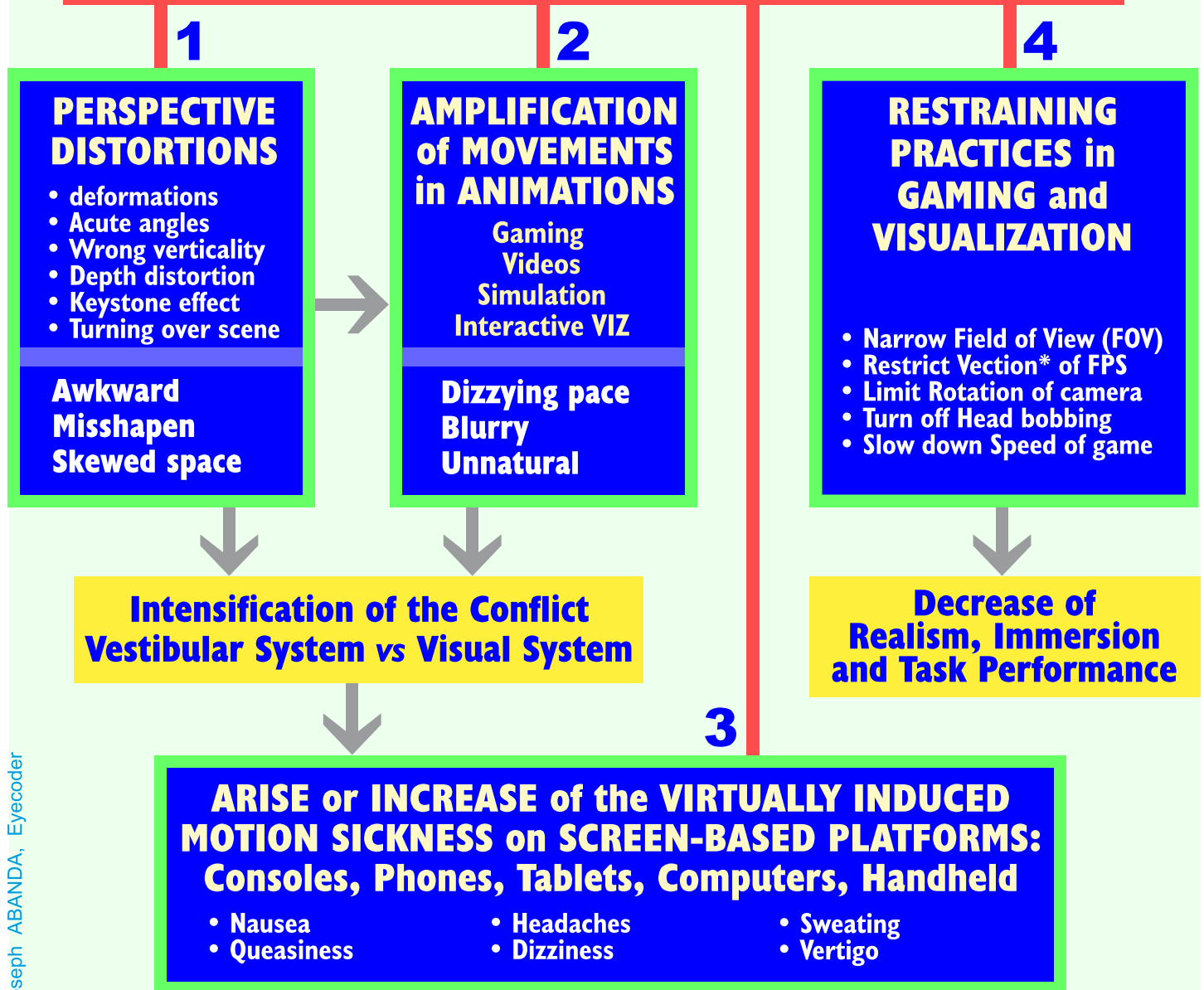


PERCEIVED FLAWS[#] in 3D GRAPHICS

Four Sets of Inconveniences Induced



REMARKS:

Elements included in (1) and (2) are rather a worsening factor, not a direct cause for the arise of the virtually induces motion sickness on screen-based platforms. The direct cause is the dissonance between the visual inputs and the vestibular inputs. Distortions actually intensify that conflict. Thereby they either trigger or increase the motion sickness.

In order foremost to combat the virtually induced motion sickness and also to reduce perspective distortions, practices have emerged that restrict some parameters, see (3). Yet these settings are detrimental as they go along with a decrease of the sense of immersion, as well as a lower realism and

[#] We have not regarded the flaws exclusively as geometrical miss-constructs, but also in an enlarged meaning as visual or psychological discrepancies. In latter case, we then illustrated them through geometrical schemes.

^{*} Vection designates motion in virtual spaces. Vection can be linear, meaning forward and backward, left and right, up and down motion or angular, corresponding to rotating body motion.