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...

Arguably, when we go from a  
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interface. For 3D UIs,  
Bowman et al. (2004) suggest

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that in VR, user interaction  
should be controlled using  
devices with...

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2005) defines a 3D user interface as simply "a UI that involves 3D interaction." This simply delays the inevitable, as we now have to define 3D interaction.

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Both human and machine process information where the physical position of elements in the 3D space is relevant. The 3D space used for interaction can be the real physical space, a virtual space representation

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simulated in the computer, or a combination of both. When the real physical space is used for data input, the human interacts with the machine performing act

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