

CONTENTS

1	INTRODUCTION	1
1.1	Outline of the thesis	2
1.2	Virtual Reality	3
1.3	Virtual Reality applications	4
1.3.1	Entertainment	4
1.3.2	Visualization, prototyping and planning	5
1.3.3	Simulations, training and education	6
1.3.4	Virtual Reality applications used for medical purposes and education	7
1.4	Aim of this dissertation	8
1.5	Contribution of the candidate	9
1.5.1	Novelties of the dissertation	9
1.5.2	Contributions to VR applications	10
1.5.3	Contribution to body and space perception research in virtual reality	10
1.5.4	Declaration of the contribution of the candidate . . .	11
2	STATE-OF-THE-ART AVATARS AND TECHNOLOGIES	13
2.1	State-of-the-art realistic avatars	13
2.1.1	Creating stylized avatars	13
2.1.2	Creating personalized avatars	14
2.1.3	Static self-avatars	14
2.1.4	Animating self-avatars in real-time	15
2.2	Platforms for visualizing self-avatars and creating 3D interactive tools	20
2.3	Tools for creating and animating computer graphics content .	20
2.4	Types of immersive display technologies used in VR systems	21
2.4.1	Head-mounted displays	22
2.4.2	Large screen immersive displays	23
2.5	Limitations	25
3	RELATED RESEARCH	27
3.1	Body perception and embodiment	27
3.1.1	Embodiment of artificial limbs in reality	28
3.1.2	Embodiment in virtual reality applications	28
3.1.3	Assessing perception of own body size using indirect measures	29
3.1.4	Traditional methods for assessing perception of own body size	30
3.1.5	Limitation of the traditional methods used for generating the visual stimuli used in body perception research	31
3.2	Perception of space and visual cues in immersive displays . .	31
3.2.1	Measuring egocentric distance perception in the real world and the VE	32

3.2.2	Visual depth cues specific to LSIDs	33
3.2.3	Egocentric distance perception in LSIDs	34
4	MOTIVATION AND RESEARCH QUESTIONS	37
4.1	Motivation VR applications	37
4.2	How to provide realistic experience in VR?	38
4.3	Ownership over a considerably different self-avatar?	38
4.4	Precision of weight perception in VR and contribution of visual cues	39
5	OWNING AN OVERWEIGHT OR UNDERWEIGHT BODY	41
5.1	Materials and Methods	42
5.1.1	Ethics.	42
5.1.2	Technical Setup.	43
5.1.3	Visual Stimuli.	43
5.1.4	Response measures.	45
5.1.5	Participants.	46
5.1.6	The Experimental Design	46
5.1.7	Preparation for the experiment	48
5.1.8	Affordance estimation procedure	48
5.1.9	Body size estimation procedure	49
5.1.10	Visual-tactile stimulation procedure	49
5.2	Results	49
5.2.1	Analysis of the questionnaires	49
5.2.2	Analysis of the affordance and the body size estimations	50
5.2.3	Results - experienced body, physical body and virtual body	54
5.3	Discussion	57
5.3.1	Discussion about the subjective self-reports	57
5.3.2	Discussion about affordance and body size estimations	58
5.3.3	Distinction about the distinction between the physical, virtual and experienced body	59
5.4	Summary of the main findings	59
6	SPACE PERCEPTION IN LSIDS	61
6.1	Materials and methods	61
6.1.1	Technical setup	61
6.1.2	Visual stimuli	61
6.1.3	Experimental design	63
6.1.4	Experimental procedure	64
6.2	Egocentric distance perception in the real world	65
6.3	Egocentric distance perception in LSIDs	66
6.3.1	Semi-spherical large screen immersive display	66
6.3.2	MPI cabin large screen immersive display	67
6.3.3	Flat large screen immersive display with stereoscopic projection and motion tracking	68
6.3.4	Overall Results	72
6.4	Discussion	75
6.5	Summary of the main findings	77

7 CAN I RECOGNIZE MY BODY'S WEIGHT? THE INFLUENCE OF SHAPE AND TEXTURE	79
7.1 Method	79
7.1.1 Participants	79
7.1.2 Generating virtual avatars based on 3d scan data	79
7.1.3 Preparing the avatars for the interactive 3D visualization platform	83
7.1.4 Visual stimuli - virtual scene	85
7.1.5 Experimental design	85
7.1.6 Experimental procedure	86
7.2 Results	88
7.2.1 Sensitivity to own weight perception: difference for overweight vs. underweight	88
7.2.2 The influence of shape (own vs. average) and texture (own photo-realistic vs. checkerboard pattern) on weight perception of avatars	89
7.2.3 Method of adjustment for estimating current weight	91
7.2.4 Considering possible confounds	93
7.3 Discussion	94
7.4 Summary of the main findings	96
8 GENERAL DISCUSSION	97
8.1 Experience of ownership over a considerably different self-avatar in VR	97
8.2 Designing LSID VR systems to provide a realistic experience	97
8.3 The contribution of visual cues and the precision of perception of own body weight portrayed by a personalized self-avatar	98
9 IMPLICATIONS FOR COMPUTER GRAPHICS AND VIRTUAL REALITY APPLICATIONS	99
9.1 Implications for designing LSID VR systems	99
9.2 Implications for VR applications using self-avatars in HMDs	100
9.3 Implications for VR applications using personalized self-avatars	100
9.3.1 The contribution of visual cues and the properties of the body morphology to the perception of a personalized self-avatar	100
9.3.2 Implications for clinical VR tools	101
9.3.3 Clothing-fashion industry	102
9.4 Implications for novel response measures	102
10 CONCLUSION	105
BIBLIOGRAPHY	107