## **Object-Oriented Displays**

In Object-Oriented Displays, users perceive and operate a virtual object as if it were real. Design and implementation of three types of object-oriented displays are demonstrated: MEDIA-Ace, a liquid crystal display (LCD) and position sensor; MEDIA-Cube, a position sensor and four LCDs arranged in the shape of a cubic body; and MEDIA-Crystal, which uses optical projection.

## Naoki Kawakami, Masahiko Inami, Yasuyuki Yanagida, and Susumu Tachi

Tachi Lab. MEIP, The Faculty of Engineering The University of Tokyo 7-3-1 Hongo Bunkyo-ku Tokyo 113-8656 Japan kawakami@star.t.u-tokyo.ac.jp

Collaborators Naoki Kawakami Masahiko Inami Yasuyuki Yanagida Susumu Tachi







