

This 3D display offers access to a virtual stereoscopic world without special glasses. When users "touch" the world with real tools (for example, a hammer, a surgical knife, a wrench, tweezers, etc.), directly and interactively, they hear and feel contact and transform virtual objects. This binocular parallax display combines virtual and real environments in full, high-resolution (XGA) color. It is a new approach to virtual reality that handles virtual objects with "real" tactile feedback.

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