Chapter 8

Motion

Steven M. LaValle
University of Illinois

Copyright Steven M. LaValle 2015

Available for downloading at http://msl.cs.uiuc.edu/vr/
Chapter 8

Motion

<table>
<thead>
<tr>
<th>Chapter Status</th>
<th>Taken from Virtual Reality, S. M. LaValle</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>This online chapter is not the final version! Check <a href="http://msl.cs.uiuc.edu/vr/">http://msl.cs.uiuc.edu/vr/</a> for information on the latest draft version.</td>
</tr>
<tr>
<td></td>
<td>This draft was compiled on February 18, 2016.</td>
</tr>
</tbody>
</table>

8.1 Kinematics of Motion

8.2 Collision Detection

8.3 Velocity and Acceleration

8.4 The Vestibular Organ

8.5 Avatar Motion and Vection

Self motion here. What about moving the whole body through kinematic chains?