Chapter 9

Tracking

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Available for downloading at http://msl.cs.uiuc.edu/vr/
Chapter 9

Tracking

9.1 Estimating Orientation

9.2 Estimating Position and Orientation

Further Reading

Fusion of IMU and Vision for Absolute Scale Estimation: Nutzi, Scaramuzza, Weiss, Siegwart.

Oculus VR blogs: [3, 1, 2]

Oculus Rift tracking: [4]

Eye tracking: Wang, Winslow, 2015, Handbook of Virtual Environments, 2nd Ed.
Bibliography


