

Post-processing integration and semi-automated analysis of eye-tracking and motion-capture data obtained in immersive virtual reality environments to measure visuomotor integration

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Proceedings eye tracking research and applications symposium

2021; 2021:3450341.3458881

ARTICLE IDENTIFIERS

DOI: 10.1145/3450341.3458881

PMID: 34263270

PMCID: not available

JOURNAL IDENTIFIERS

LCCN: 2003238318

pISSN: not available

eISSN: not available

OCLC ID: 46886494

CONS ID: not available

US National Library of Medicine ID: 101652592

This article was identified from a query of the SafetyLit database.