

ABSTRACT

A DISPLAY SYSTEM

5 A "Virtual Reality" display system for user to interact with computer is provided. The
sensory space of the user is brought into correspondence with the numerically
defined space of the computer by sloping a reflecting surface downward away from
the user, rather than upward. A screen in a standard position – upright or near it
creates a reflected image in the region of maximum user dexterity. Following earlier
systems, a six-degree-of-freedom position sensor (optionally supplying force) in each
10 hand controls a virtual tool, that appears in the reflected image to be where the
sensor is held, and interacts with the other displayed objects in ways controlled by
application software using code supplied with the system.

Figure 1 is to be published.