

3d Interfaces Theory And Practice Paperback

CSCI 1300 (UI \u0026 UX) - Topic: Designing Virtual and Augmented Reality Interfaces | Brown University Best book on Practical UI UX Tips !! #books #uiux 3D User Interfaces by [] Hanser Book Introduction_Molding Simulation: Theory and Practice 3DUI TK: An Opensource Toolkit for Thirty Years of Three-Dimensional Interaction Research Bimanual Metaphor - iSith2 3D User Interfaces Project - SS19 - Team 1 Paper Review - 3D Interfaces for Mobile Robots Design and Evaluation of a Handheld-based 3D User Interface for Collaborative Object Manipulation Bimanual Metaphor - Spindle XRgonomics: Facilitating the Creation of Ergonomic 3D Interfaces 3D User Interface Techniques for Interactive Content Pointing Metaphor - RayCasting Hybrid Metaphor - Scale Grab Arch-Explore: A Natural User Interface for Immersive Architectural Walkthroughs Grasping Metaphor - Simple Grasping Interactive 3D interface Pointing Metaphor - Expand Doug Bowman (Apple) 3D User Interfaces Hybrid Metaphor - Homer Implementing Material Design for Developers Understanding Virtual Reality Designing Natural User Interfaces for Touch and Gesture Game Interface Design Human-Computer Interaction Smart Legal Contracts Mathematics for Machine Learning Theory and Practice for Next-Generation Spatial Computing Human-Centered Design for Virtual Reality Theory and Practice Principles and Practice Interface Design for Learning Intelligent Data Analysis for Real-Life Applications: Theory and Practice iPhone 3D Programming The Materiality of Interaction Innovative Technology at the Interface of Finance and Operations Explore Linux system programming interfaces, theory, and practice

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Implementing Material Design for Developers Packt Publishing Ltd

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again *Understanding Virtual Reality* Cambridge University Press

Explore the approach, techniques, and mindshift needed to design truly breakthrough experiences for the Microsoft HoloLens and Windows Mixed Reality platform. Learn what’s so different about working with holograms, how to think spatially, and where to start designing your own holographic projects. You’ll move rapidly from initial concept to persuasive prototype—all without the need for expensive tools or a designer’s skill set. Designing for mixed reality is a completely new experience for everyone involved, and takes some experimentation to get right. You won’t nail your first mixed reality project by relying upon your previous mobile or web design expertise as a guide. Mixed reality requires a different kind of design thinking for its unique challenges. Breakthrough holographic design starts with envisioning—the act of visualizing what could be. By rapidly depicting a desired experience and trying out its real-world interactions, you can quickly turn your initial vision into a tangible example of innovative design. Envisioning Holograms digs into why holographic computing is the future, takes you through the mixed reality design process, and gets you ready to take advantage of its endless opportunities. Praise for the Book "Envisioning Holograms is a guidebook for designing our holographic future. You’ll find the processes, techniques, and production tools needed to design immersive products that will change how we work, play and communicate.” – Tony Parisi, Global Head of AR/VR for Unity. Industry legend. "Just as the pioneering work of E.S. Porter helped define a new language for cinematic storytelling at the dawn of motion pictures, Envisioning Holograms provides us with the missing vocabulary and grammar to help define a new design language for this world-changing medium of Mixed Reality.” – Ori Inbar, Founder and Managing Partner for Super Ventures, an AR/VR fund. "An exceptional introduction to a new way of thinking about software. Envisioning Holograms is approachable to people just starting out, and also provides some excellent bits of insight to veterans that can help influence their creative process.” – Lucas Rizzotto, award-winning creator of Mixed Reality experiences. "Envisioning Holograms is the perfect book for VR/AR/MR studios that are struggling with application design. It is filled with

strategies to acquire ideas, develop and iterate through scenes, and find the best fit. I highly recommend this book to anyone wanting to create solid user experiences using 3D interfaces and spatial computing.” – Rick King, authority on the latest trends in AR, VR, and MR development. What You'll Learn Understand what makes mixed reality a challenging design space See how envisioning quickly and persuasively brings ideas to life Get to know your audience, medium, and palette Explore several innovative rapid envisioning techniques Identify the key elements of your own holographic experience Design an engaging holographic experience from start to finish Who This Book Is For While aimed at those designing for Microsoft HoloLens and the Windows Holographic tool kit, the techniques in the book are equally applicable to those designing for other holographic hardware. This book is for the designer who is new to thinking in 3D and wants to quickly learn best practices, and the developer who needs to do design work while building exciting new products for Microsoft HoloLens, and the marketer who has a great story to tell in this exciting new medium of mixed reality.

Designing Natural User Interfaces for Touch and Gesture Packt Publishing Ltd

The interface is the heart and soul of a video game: it is the integral piece that allows a player to interact with the game. In order to create a great interface, you must carefully plan every detail. "Game Interface Design" helps you outline each step and define the goals for your interface. It covers the interface from the first image that appears onscreen to the information displayed during game-play. You'll cover basic design and art principles, explore the world of interface buttons as you learn how to create your own functioning button, and find out how to substitute images and icons for onscreen text. You'll also learn how to incorporate animation and use Flash to create an amazing, interactive interface. Along the way, you'll get a glimpse into the video game industry, including developer and publisher relationships, schedules, budget constraints, and politics of the industry. **Game Interface Design** Addison-Wesley Professional

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Human-Computer Interaction MIT Press

Here’s what three pioneers in computer graphics and human-computer interaction have to say about this book: “What a tour de force—everything one would want—comprehensive, encyclopedic, and authoritative.” —Jim Foley “At last, a book on this important, emerging area. It will be an indispensable reference for the practitioner, researcher, and student interested in 3D user interfaces.” —Andy van Dam “Finally, the book we need to bridge the dream of 3D graphics with the user-centered reality of interface design. A thoughtful and practical guide for researchers and product developers. Thorough review, great examples.” —Ben Shneiderman As 3D technology becomes available for a wide range of applications, its

successful deployment will require well-designed user interfaces (UIs). Specifically, software and hardware developers will need to understand the interaction principles and techniques peculiar to a 3D environment. This understanding, of course, builds on usability experience with 2D UIs. But it also involves new and unique challenges and opportunities. Discussing all relevant aspects of interaction, enhanced by instructive examples and guidelines, *3D User Interfaces* comprises a single source for the latest theory and practice of 3D UIs. Many people already have seen 3D UIs in computer-aided design, radiation therapy, surgical simulation, data visualization, and virtual-reality entertainment. The next generation of computer games, mobile devices, and desktop applications also will feature 3D interaction. The authors of this book, each at the forefront of research and development in the young and dynamic field of 3D UIs, show how to produce usable 3D applications that deliver on their enormous promise. Coverage includes: The psychology and human factors of various 3D interaction tasks Different approaches for evaluating 3D UIs Results from empirical studies of 3D interaction techniques Principles for choosing appropriate input and output devices for 3D systems Details and tips on implementing common 3D interaction techniques Guidelines for selecting the most effective interaction techniques for common 3D tasks Case studies of 3D UIs in real-world applications To help you keep pace with this fast-evolving field, the book's Web site, www.3dui.org, will offer information and links to the latest 3D UI research and applications.

Smart Legal Contracts CRC Press

A call to reclaim and rethink the field of designing as a liberal art where diverse voices come together to shape the material world. We live in a material world of designed artifacts, both digital and analog. We think of ourselves as users; the platforms, devices, or objects provide a service that we can use. But is this really the case? *We Are Not Users* argues that people cannot be reduced to the entity called "user"; we are not homogenous but diverse. That buzz of dissonance that we hear reflects the difficulty of condensing our diversity into "one size fits all." This book proposes that a new understanding of design could resolve that dissonance, and issues a call to reclaim and rethink the field of designing as a liberal art where diverse voices come together to shape the material world. The authors envision designing as a dialogue, simultaneously about the individual and the social—an act enriched by diversity of both disciplines and perspectives. The book presents the building blocks of a language that can conceive designing in all its richness, with relevance for both theory and practice. It introduces a theoretical model, terminology, examples, and a framework for bringing together the social, cultural, and political aspects of designing. It will be essential reading for design theorists and for designers in areas ranging from architecture to software design and policymaking.

Mathematics for Machine Learning CRC Press

Twenty five years ago, as often happens in our industry, pundits laughed at and called Linux a joke. To say that view has changed is a massive understatement. This book will cement for you both the conceptual 'why' and the practical 'how' of systems programming on Linux, and covers Linux systems programming on the latest 4.x kernels.

Theory and Practice for Next-Generation Spatial Computing Packt Publishing Ltd

In offices, colleges, and living rooms across the globe, learners of all ages are logging into virtual laboratories, online classrooms, and 3D worlds. Kids from kindergarten to high school are honing math and literacy skills on their phones and iPads. If that weren't enough, people worldwide are aggregating internet services (from social networks to media content) to learn from each other in "Personal Learning Environments." Strange as it sounds, the future of education is now as much in the hands of digital designers and programmers as it is in the hands of teachers. And yet, as interface designers, how much do we really know about how people learn? How does interface design actually impact learning? And how do we design environments that support both the cognitive and emotional sides of learning experiences? The answers have been hidden away in the research on education, psychology, and human computer interaction, until now. Packed with over 100 evidence-based strategies, in this book you'll learn how to: Design educational games, apps, and multimedia interfaces in ways that enhance learning Support creativity, problem-solving, and collaboration through interface design Design effective visual layouts, navigation, and multimedia for online and mobile learning Improve educational outcomes through interface design.

Human-Centered Design for Virtual Reality Springer Nature

A new approach to interaction design that moves beyond representation and metaphor to focus on the material manifestations of interaction. Smart watches, smart cars, the Internet of things, 3D printing: all signal a trend toward combining digital and analog materials in design. Interaction with these new hybrid forms is increasingly mediated through physical materials, and therefore interaction design is increasingly a material concern. In this book, Mikael Wiberg describes the shift in interaction design toward material interactions. He argues that the "material turn" in human-computer interaction has moved beyond a representation-driven paradigm, and he proposes "material-centered interaction design" as a new approach to interaction design and its materials. He calls for interaction design to abandon its narrow focus on what the computer can do and embrace a broader view of interaction design as a practice of imagining and designing interaction through material manifestations. A material-centered approach to interaction design enables a fundamental design method for working across digital, physical, and even immaterial materials in interaction design projects. Wiberg looks at the history of material configurations in computing and traces the shift from metaphors in the design of graphical user interfaces to materiality in tangible user interfaces. He examines interaction through a material lens; suggests a new method and foundation for interaction design that accepts the digital as a design material and focuses on interaction itself as the form being designed; considers design across substrates; introduces the idea of "interactive compositions"; and argues that the focus on materiality transcends any distinction between the physical and digital.

THEORY AND PRACTICE

CRC Press

Photoshop is the cornerstone of the graphics industry and understanding its 3D capabilities is becoming a requirement for graphic designers, photographers, and creatives alike. Starting with the fundamental tools and ending with advanced resources, *Adobe Community Professional* Stephen Burns guides you with a clear voice and creative exercises that encourage you to work as you read. Accompanied by a free app that includes video

tutorials, interactive models to compare your activity work from the book against, and on-going updates about the latest Photoshop releases, this book will elevate your art off the page and into a new world of possibilities. (The app is available for the iPad and iPhone in the iTunes App Store, and Android users can find it through Google Play. Just search for 3D Photoshop on either of these platforms and download it to your device.)

Principles and Practice Routledge

This Handbook, with contributions from leading experts in the field, provides a comprehensive, state-of-the-art account of virtual environments (VE). It serves as an invaluable source of reference for practitioners, researchers, and students in this rapidly evolving discipline. It also provides practitioners with a reference source to guide their development efforts and addresses technology concerns, as well as the social and business implications with which those associated with the technology are likely to grapple. While each chapter has a strong theoretical foundation, practical implications are derived and illustrated via the many tables and figures presented throughout the book. The Handbook presents a systematic and extensive coverage of the primary areas of research and development within VE technology. It brings together a comprehensive set of contributed articles that address the principles required to define system requirements and design, build, evaluate, implement, and manage the effective use of VE applications. The contributors provide critical insights and principles associated with their given area of expertise to provide extensive scope and detail on VE technology. After providing an introduction to VE technology, the Handbook organizes the body of knowledge into five main parts: *System Requirements--specifies multimodal system requirements, including physiological characteristics that affect VE system design. *Design Approaches and Implementation Strategies--addresses cognitive design strategies; identifies perceptual illusions that can be leveraged in VE design; discusses navigational issues, such as becoming lost within a virtual world; and provides insights into structured approaches to content design. *Health and Safety Issues--covers direct physiological effects, signs, symptoms, neurophysiology and physiological correlates of motion sickness, perceptual and perceptual-motor adaptation, and social concerns. *Evaluation--addresses VE usability engineering and ergonomics, human performance measurement in VEs, usage protocols; and provides means of measuring and managing visual, proprioceptive, and vestibular aftereffects, as well as measuring and engendering sense of presence. *Selected Applications of Virtual Environments--provides a compendium of VE applications. The Handbook closes with a brief review of the history of VE technology. The final chapter provides information on the VE profession, providing those interested with a number of sources to further their quest for the keys to developing the ultimate virtual world.

Interface Design for Learning Hampton Press (NJ)

The most comprehensive and up-to-date guide to the technologies, applications and human factors considerations of Augmented Reality (AR) and Virtual Reality (VR) systems and wearable computing devices. Practical Augmented Reality is ideal for practitioners and students concerned with any application, from gaming to medicine. It brings together comprehensive coverage of both theory and practice, emphasizing leading-edge displays, sensors, and DIY tools that are already available commercially or will be soon. Beginning with a Foreword by NASA research scientist Victor Luo, this guide begins by explaining the mechanics of human sight, hearing and touch, showing how these perceptual mechanisms (and their performance ranges) directly dictate the design and use of wearable displays, 3-D audio systems, and tactile/force feedback devices. Steve Aukstakalnis presents revealing case studies of real-world applications from gaming, entertainment, science, engineering, aeronautics and aerospace, defense, medicine, telerobotics, architecture, law enforcement, and geophysics. Readers will find clear, easy-to-understand explanations, photos, and illustrations of devices including the Atheer AiR, HTC Vive, DAQRI Smart Helmet, Oculus (Facebook) CV1, Sony PlayStation VR, Vuzix M300, Google Glass, and many more. Functional diagrams and photographs clearly explain how these devices operate, and link directly to relevant theoretical and practical content. Practical Augmented Reality thoroughly considers the human factors of these systems, including sensory and motor physiology constraints, monocular and binocular depth cues, elements contributing to visually-induced motion sickness and nausea, and vergence-accommodation conflicts. It concludes by assessing both the legal and societal implications of new and emerging AR, VR, and wearable technologies as well as provides a look next generation systems.

Intelligent Data Analysis for Real-Life Applications: Theory and Practice "O'Reilly Media, Inc."

With the recent and enormous increase in the amount of available data sets of all kinds, applying effective and efficient techniques for analyzing and extracting information from that data has become a crucial task. *Intelligent Data Analysis for Real-Life Applications: Theory and Practice* investigates the application of Intelligent Data Analysis (IDA) to these data sets through the design and development of algorithms and techniques to extract knowledge from databases. This pivotal reference explores practical applications of IDA, and it is essential for academic and research libraries as well as students, researchers, and educators in data analysis, application development, and database management.

IPHONE 3D PROGRAMMING

IGI Global

A landmark investigation into one of the most important trends at the interface of law and technology: the effort to harness emerging digital technologies to change the way that parties form and perform contracts.

THE MATERIALITY OF INTERACTION

CRC Press

In this new era of computing, where the iPhone, iPad, Xbox Kinect, and similar devices have changed the way to interact with computers, many questions have risen about how modern input devices can be used for a more intuitive user interaction. *Interaction Design for 3D User Interfaces: The World of Modern Input Devices for Research, Applications, a Innovative Technology at the Interface of Finance and Operations* Elsevier Augmented reality (AR) is one of today's most fascinating and future-oriented areas of computer science and technology. By overlaying computer-generated information on views of the real world, AR amplifies human perception and cognition in remarkable new ways. Do you like the virtual first-down line in football games on TV? That's AR. And AR apps are rapidly coming to billions of smartphones, too. Working in AR requires knowledge from

diverse disciplines, including computer vision, computer graphics, and human-computer interaction (HCI). *Augmented Reality: Principles and Practice* integrates all this knowledge into a single-source reference, presenting the most significant AR work with scrupulous accuracy. Dieter Schmalstieg, a pioneer of both AR foundation and application, is drawing from his two decades of AR experience to clearly present the field. Together with mobile AR pioneer and research colleague Tobias Höllerer, the authors address all aspects of the field, illuminating AR from both technical and HCI perspectives. The authors review AR's technical foundations, including display and tracking technologies, show how AR emerges from the symbiosis of computer vision and computer graphics, introduce AR-specific visualization and 3D interaction techniques, and showcase applications from diverse industries. They conclude with an outlook on trends and emerging technologies, including practical pointers for beginning practitioners. This book is an indispensable resource for everyone interested in AR, including software and app developers, engineers, students and instructors, researchers, and hobbyists. For use in educational environments, the authors will provide a companion website containing slides, code examples, and other source materials.

EXPLORE LINUX SYSTEM PROGRAMMING INTERFACES, THEORY, AND PRACTICE

"O'Reilly Media, Inc."

Virtual reality (VR) potentially provides our minds with direct access to digital media in a way that at first seems to have no limits. However, creating compelling VR experiences is an incredibly complex challenge. When VR is done well, the results are brilliant and pleasurable experiences that go beyond what we can do in the real world. When VR is done badly, not only is the system frustrating to use, but sickness can result. Reasons for bad VR are numerous; some failures come from the limitations of technology, but many come from a lack of understanding perception, interaction, design principles, and real users. This book discusses such issues, focusing upon the human element of VR rather than technical implementation, for if we do not get the human element correct, then no amount of technology will make VR anything more than an interesting tool confined to research laboratories. Even when VR principles are fully understood, first implementations are rarely novel and never ideal due to the complex nature of VR and the countless possibilities. However, the VR principles discussed within enable us to intelligently experiment with the rules and iteratively design towards innovative experiences.

COMPUTER GRAPHICS

Morgan Kaufmann

A compelling and insightful look at the future of Spatial Computing, and how this cutting-edge technology is changing the way we do business across seven primary industries, and what it means for humanity as a whole. Key Features Discover how Spatial Computing is changing the face of technology Get a roadmap for the disruptions caused by Spatial Computing and how it will affect seven major industries Gain insights about the past, present, and future of technology from the world's leading experts and innovators Book Description What is Spatial Computing and why is everyone from Tesla, Apple, and Facebook investing heavily in it? In *The Infinite Retina*, authors Irena Cronin and Robert Scoble attempt to answer that question by helping you understand where Spatial Computing—an augmented reality where humans and machines can interact in a physical space—came from, where it's going, and why it's so fundamentally different from the computers or mobile phones that came before. They present seven visions of the future and the industry verticals in which Spatial Computing has the most influence—Transportation; Technology, Media, and Telecommunications; Manufacturing; Retail; Healthcare; Finance; and Education. The book also shares insights about the past, present, and future from leading experts and other industry veterans and innovators, including Sebastian Thrun, Ken Bretschneider, and Hugo Swart. They dive into what they think will happen in Spatial Computing in the near and medium term, and also explore what it could mean for humanity in the long term. *The Infinite Retina* then leaves it up to you to decide whether Spatial Computing is truly where the future of technology is heading or whether it's just an

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exciting, but passing, phase. What you will learn Look back at historical paradigms that changed the face of technology Consider how Spatial Computing could be the new technology that changes our lives See how Virtual and Augmented Reality will change the way we do healthcare Learn how Spatial Computing technology will lead to fully automated transportation Think about how Spatial Computing will change the manufacturing industry Explore how finance and retail are going to be impacted through Spatial Computing devices Hear accounts from industry experts on what they expect Spatial Computing to bring to their sectors Who this book is for *The Infinite Retina* is for anyone interested in the future of technology and how Augmented Reality and Spatial Computing (among other developments) will affect both businesses and the individual.

[Interface, Application, and Design](#) CRC Press

What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well as lots of practical advice, for using the iPhone SDK and OpenGL. You'll build several graphics programs -- progressing from simple to more complex examples -- that focus on lighting, textures, blending, augmented reality, optimization for performance and speed, and much more. All you need to get started is a solid understanding of C++ and a great idea for an app. Learn fundamental graphics concepts, including transformation matrices, quaternions, and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API, and learn to use vertex buffer objects, lighting, texturing, and shaders Use the iPhone's touch screen, compass, and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer, a simple augmented reality application, a spring system simulation, and more

[Hands-On System Programming with Linux](#) Addison-Wesley Professional

"In this book, Vivek Kale makes an important contribution to the theory and practice of enterprise architecture ... this book captures the breadth and depth of information that a modern enterprise architecture must address to effectively support an agile enterprise. This book should have a place in every practicing architect's library." —John D. McDowall, Author of *Complex Enterprise Architecture* *Digital Transformation of Enterprise Architecture* is the first book to propose Enterprise Architecture (EA) as the most important element (after Business Models) for digital transformation of enterprises. This book makes digital transformation more tangible by showing the rationale and typical technologies associated with it, and these technologies in turn reveal the essence of digital transformation. This book would be useful for analysts, designers and developers of future-ready agile application systems. This book proposes that it is the perennial quest for interoperability & portability, scalability, availability, etc., that has directed and driven the evolution of the IT/IS industry in the past 50 years. It is this very quest that has led to the emergence of technologies like service-oriented, cloud, and big data computing. In addition to the conventional attributes of EA like interoperability, scalability and availability, this book identifies additional attributes of mobility, ubiquity, security, analyticity, and usability. This pragmatic book: Identifies three parts effort for any digital transformation: Business Models, Enterprise Architectures and Enterprise Processes. Describes eight attributes of EA: interoperability, scalability, availability, mobility, ubiquity, security, analyticity, and usability. Explains the corresponding technologies of service-oriented, cloud, big data, context-aware, Internet of Things (IoT), blockchain, soft, and interactive computing. Briefs on auxiliary technologies like integration, virtualization, replication, spatio-temporal databases, embedded systems, cryptography, data mining, and interactive interfaces that are essential for digital transformation of enterprise architecture. Introduces interactive interfaces like voice, gaze, gesture and 3D interfaces. Provides an overview of blockchain computing, soft computing, and customer interaction systems. *Digital Transformation of Enterprise Architecture* proposes that to withstand the disruptive digital storms of the future, enterprises must bring about digital transformation, i.e. a transformation that affects an exponential change (amplification or attenuation) in any aspect of the constituent attributes of EA. It proposes that each of these technologies (service-oriented, cloud, big data, context-aware, IoT, blockchain, soft, and interactive computing) bring about digital transformation of the corresponding EA attribute viz. interoperability, scalability, availability, mobility, ubiquity, security, analyticity, and usability.