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My favorite books

Fundamentals of Virtual Reality

This book was supervised by Professor Tachi, the recognized authority of virtual reality studies. Though out of print currently, the book is a full compilation of practices that suggest how to design VR as well as intriguing knowledge based on such practices. Those who have become interested in this field are advised to read "The Study of Virtual Reality" – a book also supervised by Professor Tachi, which is easily available.

Spatial Augmented Reality

This book is often referred to as the "original source book" for projection mapping technology. Of augmented reality, it focuses on projector-based spatial AR systems, comprehensively describing their concepts and mathematical principles. Professor Ramesh Rasker of MIT Media Lab, one of the authors of this book, is worthy of special mention as he is well known for his innovative research that constantly opens up new horizons inthis research field.

Learning Game 3D Mathematics through Case Studies

VR and AR technologies have much to do with 3D spatiality-based game development technologies. This book provides systematic explanation of mathematical principles indispensable to thinking of factors interacting with three-dimensional space information, such as the handling of coordinate systems on the computer, geometric transformation by means of matrix operation, and crossing detection.

Ready Made: How to Make (Almost) Everything

At our lab, I have my students design devices necessary for experiments on their own, instead of merely engaging in computer-based programming. By making the most of such leading-edge technologies as the rapid prototyping and physical computing technologies, I encourage them to value the DIY (Do-it-Yourself) approach as well. This book provides us with valuable stimuli for thinking about how to create various things on our own using easily available materials around us.

The Laws of Simplicity

A friend presented this book to me as a memento when I was visiting at MIT. It is a work by Professor John Maeda of the lab the friend used to visit. When we have obtained a new technology, it is often the case that you can design ease of use by subtracting rather than unreasonably adding information. This book explains, in an easy-to-understand way, the "importance of simplicity" – a principle that should not be missed when we design methods of information presentation for research purposes.

PATLABOR

This is a work by the manga artist Masami Yuki, in which the large robot "LABOR" is brought into the everyday world. It depicts the state of our modern society and teamwork between the hero and other characters. The story contains many points of engineering interest, such as: that the robot varies in performance according to the OS used, that researchers with the ability to develop highly advanced technologies are connected to each other through a university lab, and that the R&D team who have developed a superb mechanism is more valuable than the product itself . . . These aroused my interest in going on to university and majoring in science and technology.