

The CAVE and Beyond:VR in Museums and Galleries

Dan Sandin - Electronic Visualization Laboratory (UIC)
 Josephine Anstey – Media Study, University at Buffalo
 Horst Hortner - Ars Electronica Center FutureLab
 Paul Sermon - University of Salford
 Jeffrey Shaw- ZKM Center for Art and Media
 Donna Cox - NCSA

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Immersive VR for Interactive Fiction



VR creates preconditions for user as protagonist
 Graphics from user's POV
 Tracking & interactive devices

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Intimate Immersive VR for Interactive Fiction



User alone in/with the system
 Other characters are her peers
 The Thing Growing

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Low Cost VR System



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System Components



Aescension Spacepad 6DOF tracker with 3 sensors
 Stewart Filmscreen "Disney Black" rear-projection screen

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System Components



Penguin Computing dual-processor Linux PC
 Matrox G450 dual-head graphics card
 2 Sharp LCD projectors



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System Components

Circularly-polarized filters and glasses (American Polarizer & Fakespace)
Murray Consulting Wanda



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System Components

Hand me down Windows PC for tracking
Cheap visor from Target to attach head-tracker to
Total cost roughly \$20,000



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Use

Art & Media Studies Depts.
Media centers
Museums
Galleries
Discos
Homes

Future work
Wireless tracking
Spatialized sound system
Smart environment



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The CAVE and Beyond:VR in Museums and Galleries

Josephine Anstey
Chris Galbraith
Dan Neveu
University at Buffalo
Dave Pape
Res Umbrae



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