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Immersive rooms (CAVE)

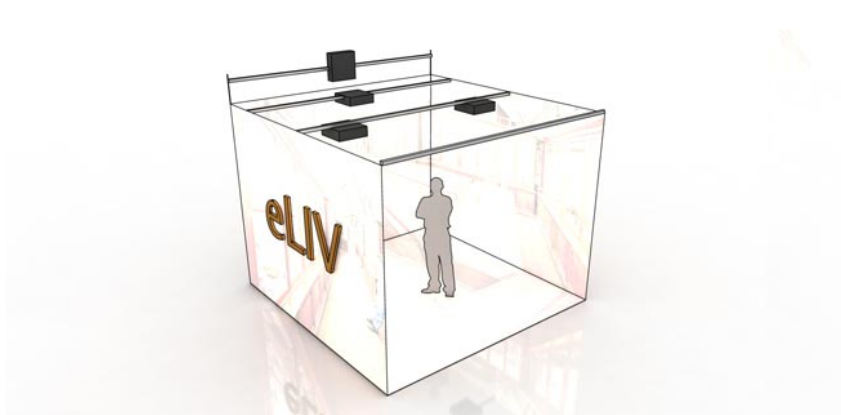
MoVe

Modular Virtual Environment: Stereoscopic vision immersion system with user's position tracking (CAVE)

Specifications: 3m-sided cube, 4 immersive sides, Infitec passive stereoscopic visualization with Projection Design F30SX+ projectors, 4 ArtTrack2 infra-red cameras tracking system, 2 rendering servers (one with 2 Nvidia QuadroPlex D7000 and one with 3 AMD FirePro V9800), 3D 2.1 sound

Keywords: virtual immersion, advanced visualization, CAVE, stereoscopy, tracking

eLiV



Light and modular system for stereoscopic vision immersion with user's position tracking (CAVE)

Specifications: 3.20m-sided cube, 2 immersive walls (front + floor) or 4 immersive walls (front + sides + floor), active stereoscopic visualization with ultra short focal length projectors, 2 infra-red cameras tracking system, one rendering server (with one Nvidia Quadro5000), 3D 2.1 sound

Keywords: virtual immersion, advanced visualization, CAVE, stereoscopy, tracking, low cost