

[English](#)

## Immersive rooms (CAVE)

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### MoVe

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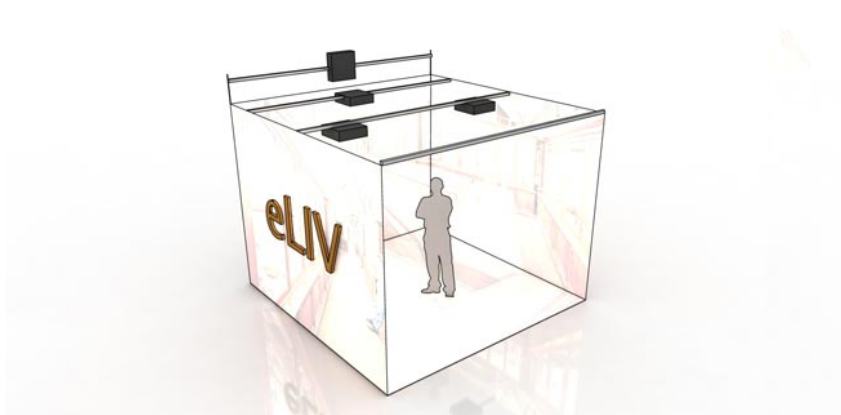
#### **Modular Virtual Environment: Stereoscopic vision immersion system with user's position tracking (CAVE)**

*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

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#### **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