

VIRTUAL REALITY



→ CAPABILITIES

- Walkthroughs (Aircraft cabin, manufacturing areas, offices, housing etc.)
- Ergonomic reachability studies
- High end data visualization
- Interactive videos
- Virtual Training

→ DISPLAYS

- **4X Sensics Head-mounted display**
 - 1900x1080@60hz Resolution (each eye)
 - Field of view: 143deg diagonal, 120deg horizontal, 63deg vertical
- **Wacom Cintiq 24HD touch Creative Pen Display**
- **Oculus Rift DK2**
- **zSpace Holographic display**
- **4 sided Immersive FlexCave**
 - 19ft x 10ft x 10ft, can flex to 39ft x 10ft powerwall
 - 12 projectors
 - Head and wand tracking
 - CAD, FEA, CFD, point cloud and interactive application support
- **4 person motion capture area**
 - 2 full body tracked users
 - 2 head and dual wand tracking
 - finger tracking for 2 users
 - 12ft x 18ft tracking area

→ TRACKING EQUIPMENT

- Kinect Sensor running FAAST VRPN server
- 4 sensor Ascension Nest of Birds (line of sight not required)
- 8-camera Vicon system

→ DATA-PROCESSING ALL COMPUTERS RUNNING NVIDIA GPUS

- 4 node CPU only render farm
- 6 node mixed CPU/GPU render farm
- Multiple standard workstations

→ SOFTWARE

- Adobe Production Premium CS6
- Android SDK
- Apple iOS Xcode
- Autodesk 3DS Max
- CATIA
- Unity 3D
- Unreal Engine
- 3DEXCITE Delta Gen

→ CONTACT

Jeff Fisher
(316) 978-6289
jeff@niar.wichita.edu



**WICHITA STATE
UNIVERSITY**

**NATIONAL INSTITUTE
FOR AVIATION RESEARCH**