Tutorial 5: Virtual Reality for Fun and Profit

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Abstract

This course addresses the field of virtual reality from design and installation of a facility to end-uses of the technology. The course it is focused on what it is needed to develop a successful virtual reality facility, integrate it with on-going research projects, and transfer the research results into a working environment. The course provides attendees with criteria to identify whether or not VR technology could be a tool in their working environment and the challenges that they will face to introduce VR at their sites. The course will cover several working VR sites and applications in academia and industry along with discussions of their design processes.