Scalable VR Application Authoring

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Abstract

This course will provide attendees with the technical information needed to create their own compelling, scalable, interactive VR applications using VR Juggler. The course begins with the foundations needed for building VR Juggler applications. It follows with a session on VR Juggler scalability from shared memory high-end workstations to clusters of commodity PCs. The following sessions focus on effective use of VR Juggler as a desktop-to-immersive visualization tool, including the portability of interaction methods. The course concludes with advanced VR Juggler embedded features such as virtual characters and collaboration.