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

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

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