



Commodity Level Immersive Environments Projects

Sponsored by:

The University of Iowa
Vice President for
Research
The Obermann Center for
Advanced Studies
NEH 15338500

Research Conducted by

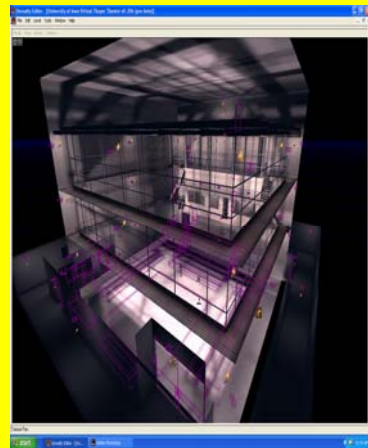
Steve Beck, Daniel Langstraat
and Myron Blocksome ITS
Research Services
Allison Ford, Theatre
Lauren Rabinovitz, American
Studies

Background

The technology to develop multi-user, stereo 3D immersive environments - once the exclusive domain of highly specialized departments - is now available on the desktop. Personal computers, using multi-player, 3D game engines, are now powerful enough that inexpensive systems can be configured containing much of what is needed to create and display 3D stereo immersive environments.



Recreation of a 1900's Amusement Park



University of Iowa Thayer Theatre Building



Contact: Daniel Langstraat, Research Services, University of Iowa, Iowa City, IA 52242,
daniel-langstraat@uiowa.edu, 319.335.6141