

Introduction of IVEs in Japan

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Makino Laboratory

- Started at Chuo University in April, 2002 (almost 20 years old)
- Research topics:
 - Computer graphics (3D representation onto 2D images)
 - Virtual reality (3D representation onto 3D space)
 - Augmented reality (embedding CG into real scene)
 - Modeling & algorithm
 - Education & entertainment (edutainment)
 - Application system (e.g., geographic information systems: GIS)
 - Human interface
 - Information visualization
 - Scientific visualization

- ChuoCAVE, mini CAVE with 3 faces (2003)
 - 3 Windows2000 PCs (2003)
 - 100 inches parallax projection (2005)
 - 7 WindowsXP 64bit PC cluster with Orad-DVG (2006)
 - Some PCs with stereoscopic display (CRT) (2006)
- Autostereoscopic 42' LCD (2007-2009)
 - 5 standalone displays
 - Coupled displays
- 12 Tiled LCD (Samsung UD) (2010)
 - Applicable to AR

OpenGL applications are executable in all systems!

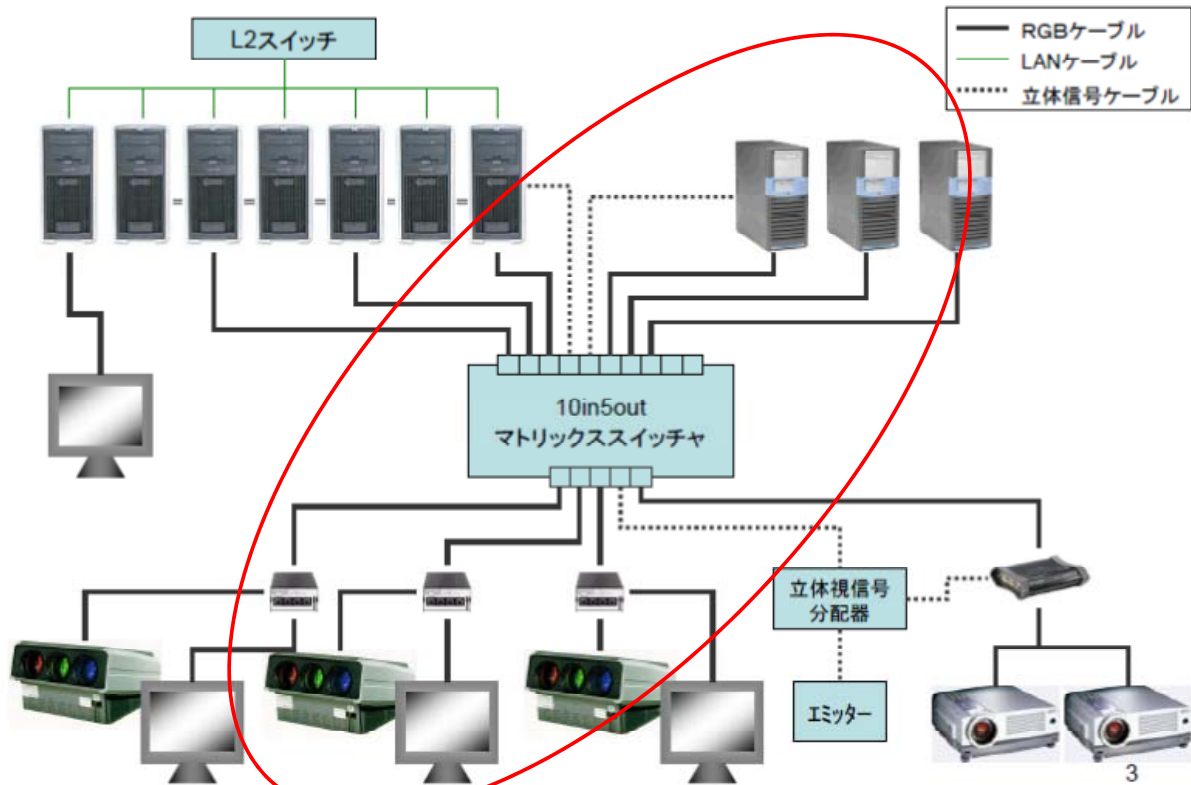


ChuoCAVE Project

- March, 2003: ChuoCAVE was installed.
- April 2003-March 2004: Makino visited the Electronic Visualization Laboratory (EVL), the University of Illinois at Chicago, USA, which firstly developed the CAVE in 1992.
- 2005: connected to parallax projection
- 2006: graphic PC cluster (ORAD DVG)

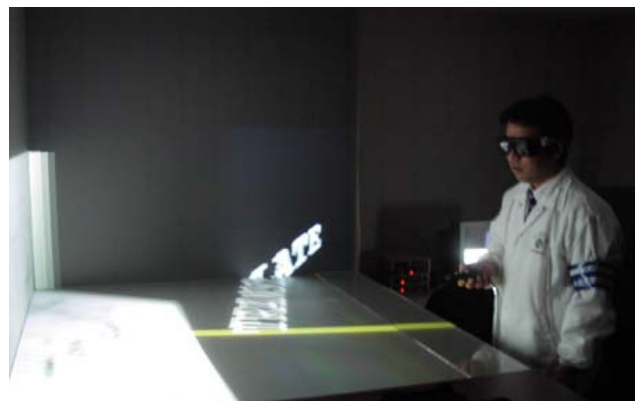


ChuoCAVE & related facilities



It may be the smallest in Japan among multi-faced screen type

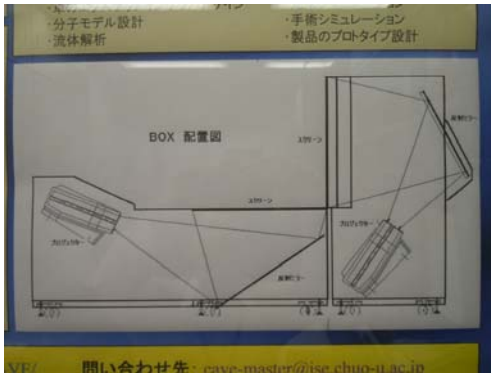
W4587mm x D2687mm x H2600mm (8 ft. 6 in.)
 in room of W6400mm x D5600mm x H2700mm
 (only 100mm to ceiling from the top!)



We can also move the CAVE, if necessary ! (However the door is too small !)

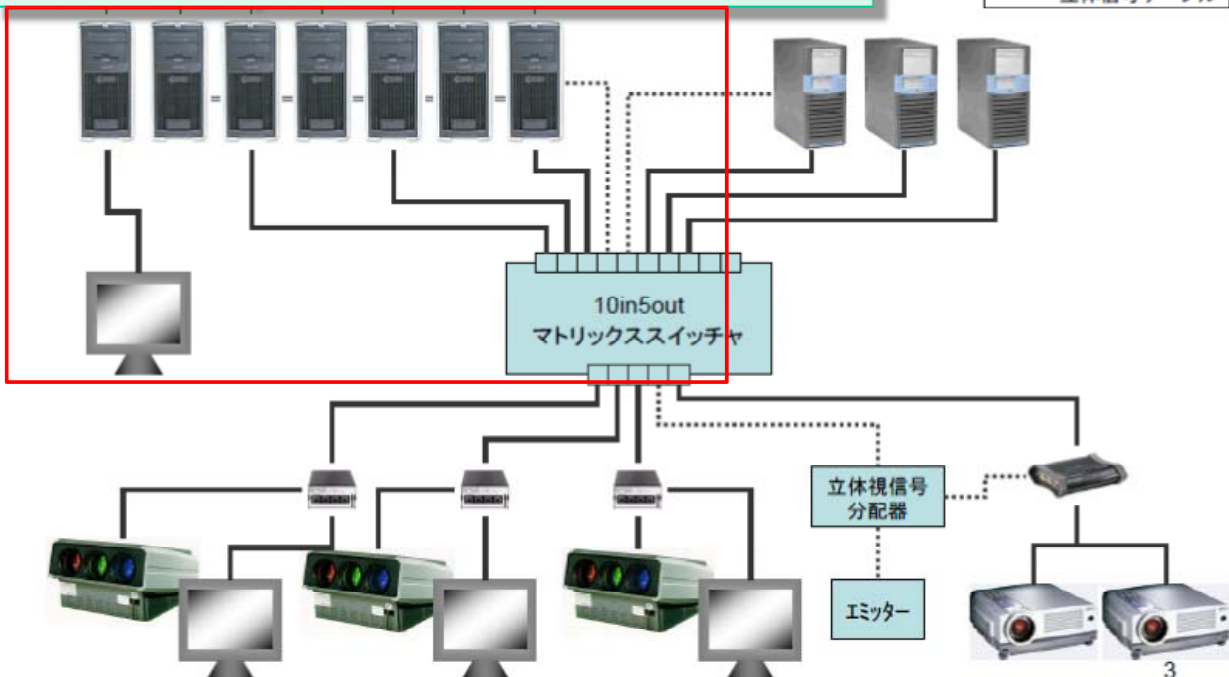
It may be the first CAVE in Japan powered by three Windows2000 PCs

- PC: HP X4000
 - CPU: Xeon 2.4GHz x 2
 - 2GB memory
 - 80GB HDD
 - Videocard: 3Dlab wildcat6210



ChuoCAVE 2nd Generation

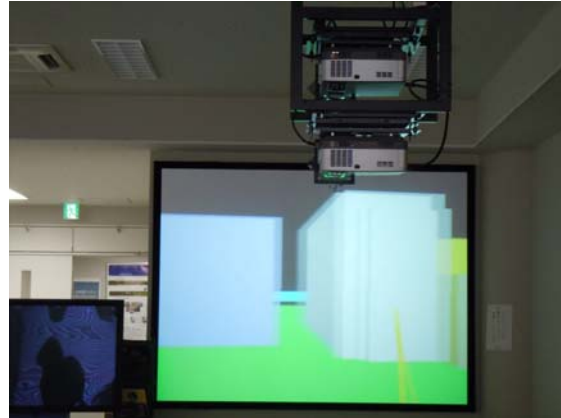
Dual Core AMD Opteron285 2.59GHz × 2 with 4 GB RAM, NVIDIA Quadro FX 4500 under Windows XP 64 bit Pro, inter-connected by ORAD-DVG



C-SESP

Chuo University Shared Environment of Stereoscopic Pictures

- 2 DLP projectors with parallax film
- 100 inches silver screen



Simultaneous representation

Front Display



Autostereoscopic LCD (Phillips WoW42)



Autostereoscopic LCDs and 3D camera



Realtime & Interactive autostereoscopic CG game



Coupled autostereoscopic LCD

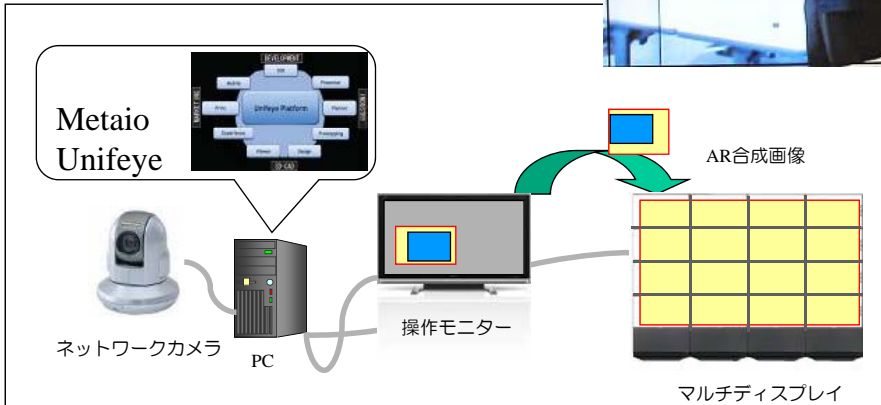


- For vertically-long 3D images
- Driven by OpenGL
Freedom for multi (upper-compatible to standalone type)



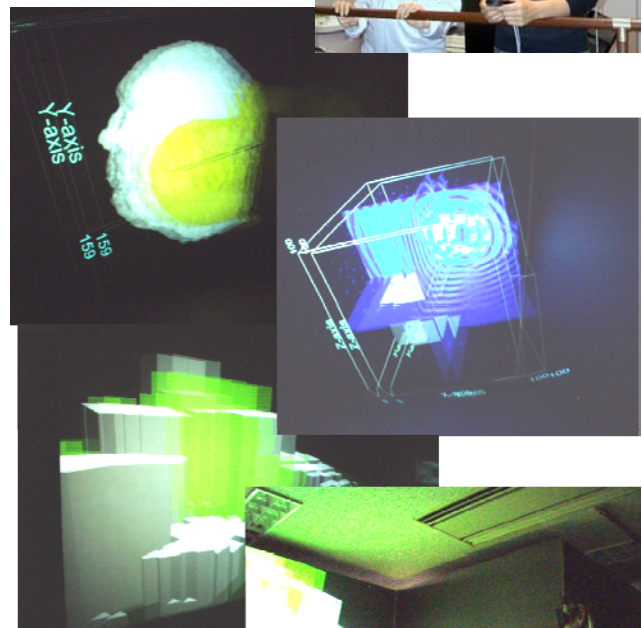


- Non-stereo, but huge image and/or multi images
- High quality (12K)
- Applicable to OpenGL applications and AR



For what?

- Research activities
 - CG & VR
 - Visualization
- Edutainment
 - Open laboratory for kids & high school students
 - Laboratory workshop for high school students (since 2007)
- Collaborative projects with industries, institutes and universities
- Department education
 - Modeling project in freshman course (since 2006)
 - Software design projects in junior and senior courses (since 2009)
 - Visualization projects in graduate course (since 2006)



Thank you for your attention!

Any questions?



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