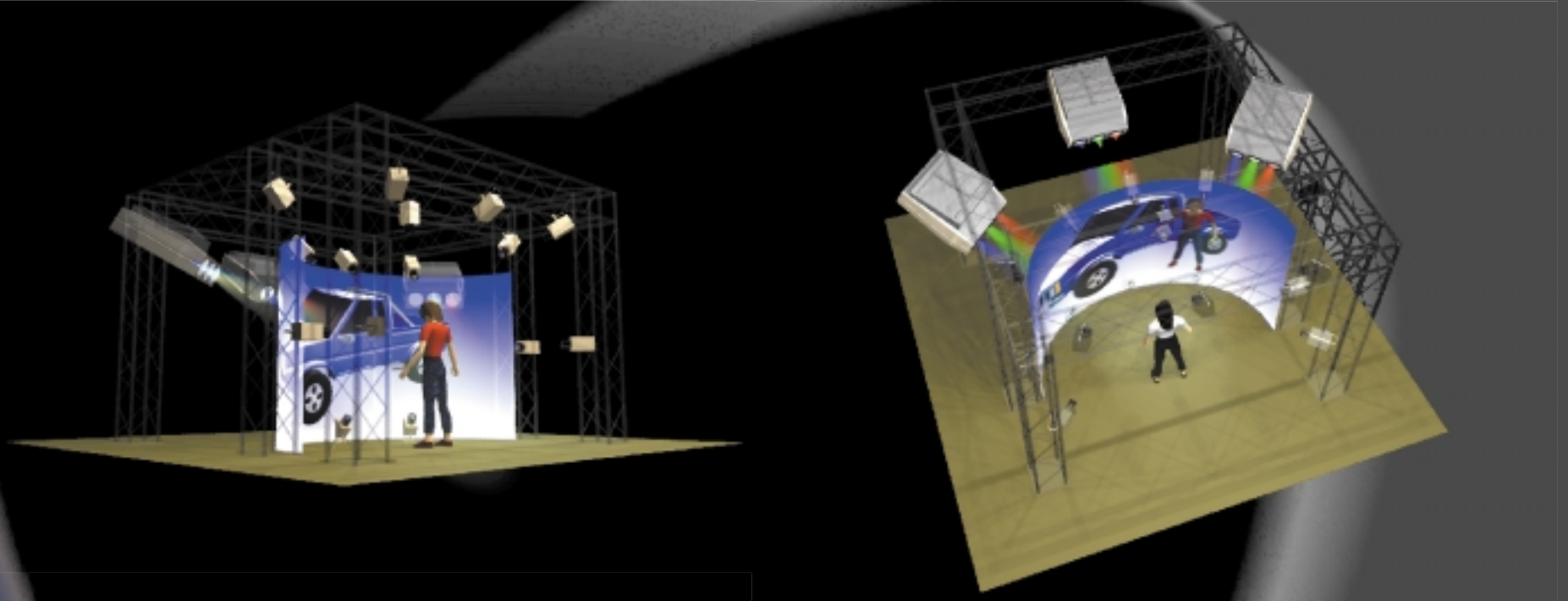


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Goals

- integration of real humans into virtual environments
- simultaneous video acquisition and multi-pipe rendering
- active illumination
- development of new interaction paradigms
- shared collaborative applications
- portable setup
- scalability

Components

- projectors
- cameras
- pulsed illumination
- tracking systems
- rendering engines
- video processing engines
- infrared emitter & shutter glasses
- blue-c communication layer
- hybrid² rendering pipeline
- application building toolkit
- audio and sound synthesis

Concept

