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GESTURAL CONTROL

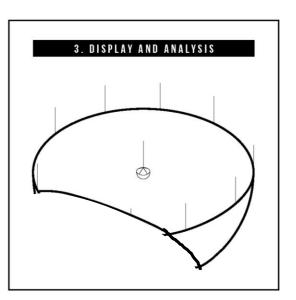




A range of gestural input from a user is used to navigate the UC-Win/Road environment. This scene is then adjusted and displayed on a hemispherical screen, enabling multi-user experience of the environments.







GESTURE INPUT

NAVIGATION

DISPLAY

HYVE 3D



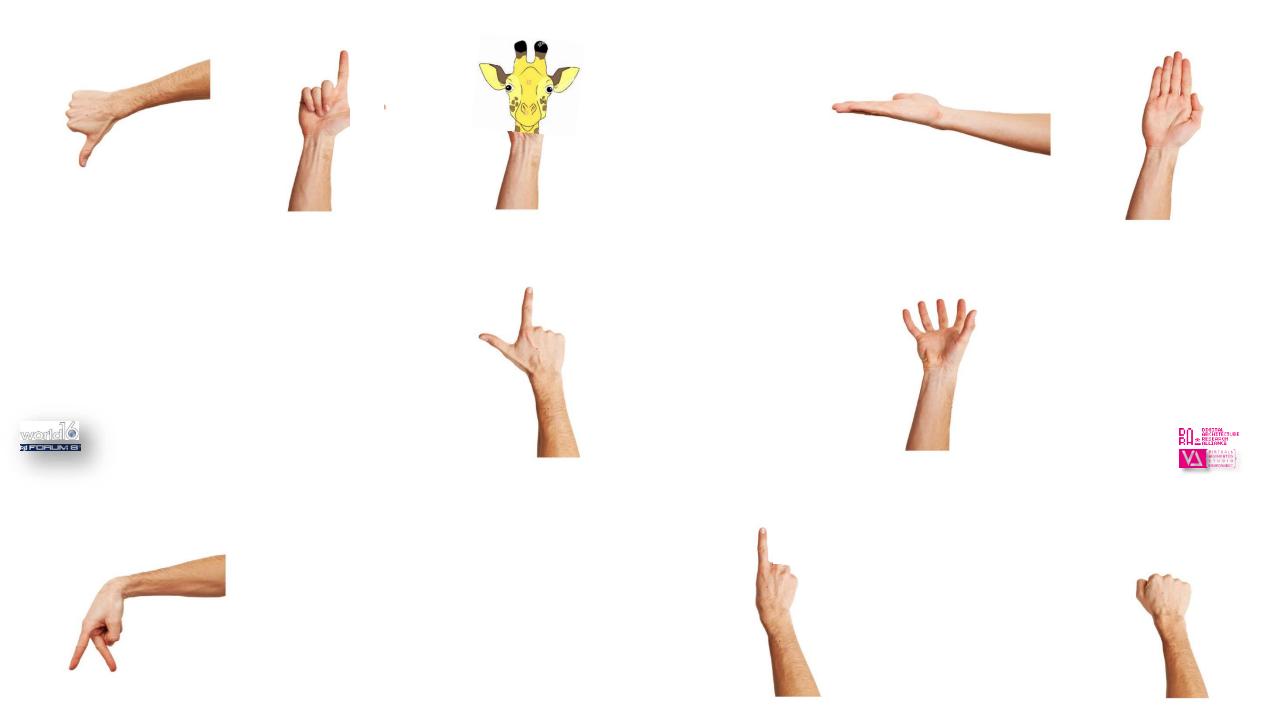






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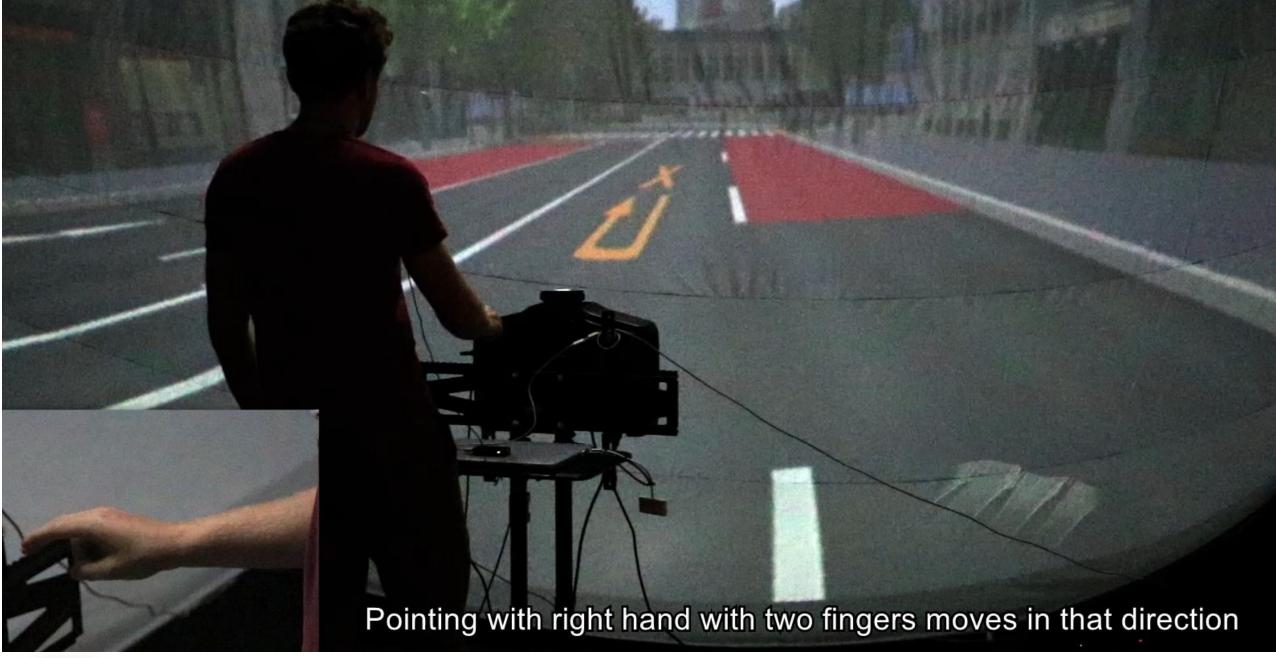
















FUTURE DEVELOPMENTS

NETWORKING OF MULTIPLE INSTALLATIONS

ALLOW MULTIPLE USERS TO NAVIGATE THE SAME SCENE INDEPENDENTLY

TRACK BASED NAVIGATION

MOVEMENT ALONG PREDEFINED JOURNEYS IN SCENE. ALLOWING FOR PARTIALLY GUIDED TOURS

SIMPLIFIED CONTROL SCHEME

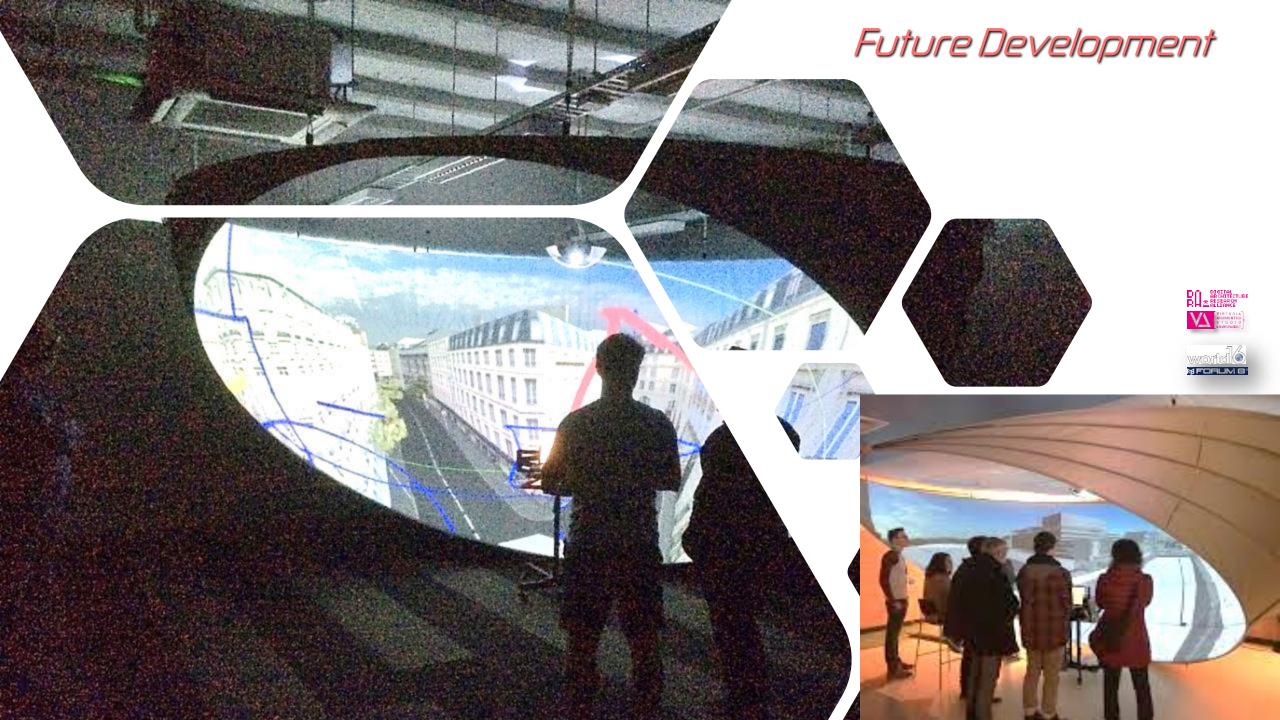
EASIER NAVIGATION WITH SIMPLER
GESTURAL INPUT

CONTROLLER BASED NAVIGATION

USE OF CONTROLLER FOR REFINED NAVIGATION







Team



World16 FORUM8

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