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Building Projection-Based VR Systems

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Among virtual reality technologies, a multi-projection display is certainly the most attractive and challenging. Engineers and researchers in any number of fields are increasingly attracted by immersive multi-projection displays. However, building a multi-projection system is a complex integration task, challenging even VR specialists. This book provides an introduction to the issues to consider when planning the installation of a multi-projection environment for researches and professionals not only in the computer graphics and virtual reality field but also in any other area that wants to use multi-projection displays. The book takes a practical approach, offering guidance in how to create a multi-projection environment.

Sections:

- Evaluation of available display technologies
- Details of setting up a variety of display infrastructures
- Options for image generation, from cheapest to most expensive
- Methods for tracking users in an immersive projection environment
- Human-computer interaction, with an emphasis on multimodal interaction
- Audio: how to create a realistic auditory display in terms of sound synthesis and propagation
- How to utilize virtual reality software for immersive environments
- Case studies of VR environments the authors have constructed

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