

Use Case Examples

Felinto's visit to the CAVE at LIMSI

```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/u-aOAEyultg"
frameborder="0" allowfullscreen align="middle"></iframe> </html>
```

Ghost Orchestra (see [project webpage](#))

```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/-dPiAjyEonA"
frameborder="0" allowfullscreen></iframe> </html>
```

Virtual Theatre (see [project webpage](#))

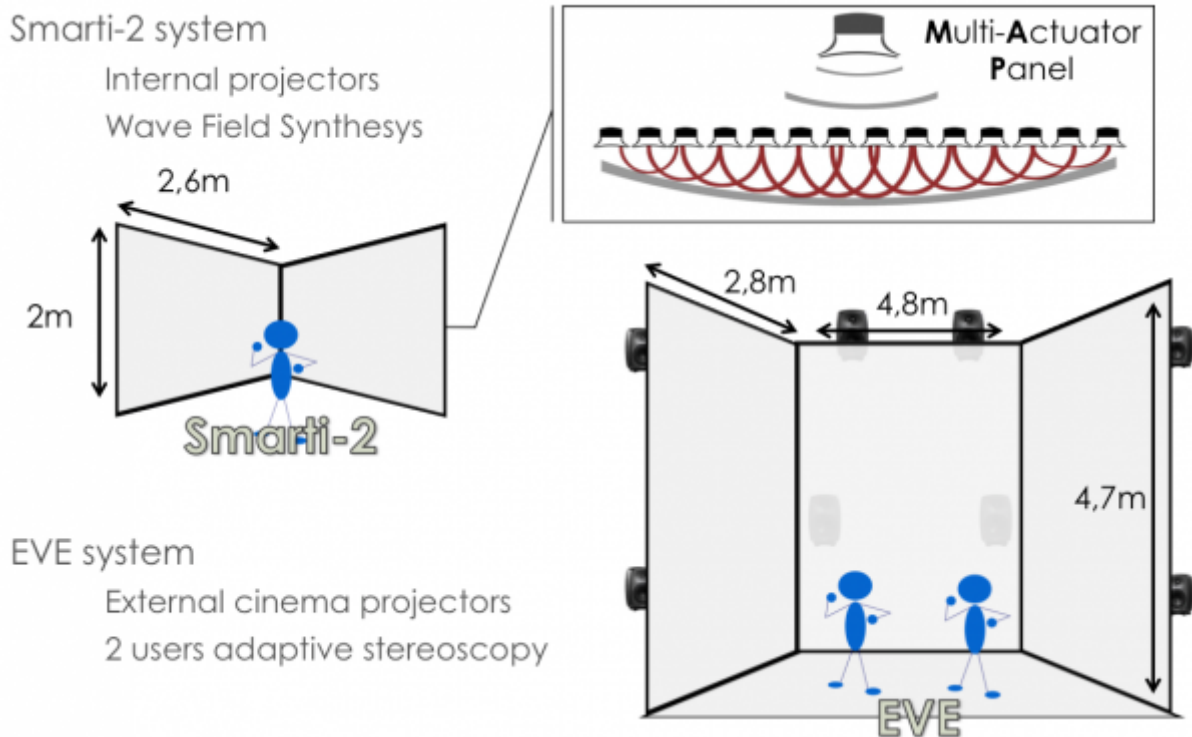
```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/arFU8yFe73Q"
frameborder="0" allowfullscreen></iframe> </html>
```

Screenshots and examples

BlenderVR has been implemented and tested on two different VR projection type platforms at LIMSI-CNRS.

The [Smart-I2](#) platform is a 2 wall passive stereoscopic system with a single graphics PC driving 4 projectors. Spatial audio rendering is accomplished with the integration of Wave-Field Synthesis into the projection screens.

The [EVE](#) platform is a 4 wall rear projection CAVE environment supporting active/passive/combined stereoscopic rendering for multiple users. Each projector is connected to a separate graphics node, with additional nodes dealing with a various of input/output modalities. Spatial audio rendering is accomplished through an Ambisonic 15ch array as well as 2 wireless binaural headsets.



Here is an example of a scene by Martins Upitis which has been “VR-ised” on the Smart-I2 platform [Smart-I2 overview](#).

Original scene:

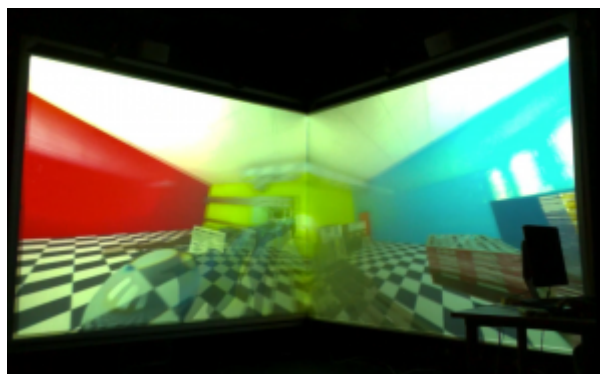
```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/xsV9Ln_TLa8"
frameborder="0" allowfullscreen align="middle"></iframe> </html>
```

Thanks so much Martins for your amazing work (<http://devlog-martinsh.blogspot.fr/>)

VR-ized scene on a Stereoscopic Video Corner Wall:

```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/ICM2qQbonDQ"
frameborder="0" allowfullscreen align="middle"></iframe> </html>
```

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*/

Example of a Mountain scene, used as a demonstrator for Head Controlled Navigation with 2 concurrent users in the EVE System (www.limsi.fr/venise/EVEsystem).

```
<html> <iframe width="840" height="472.5" src="https://www.youtube.com/embed/xspyadfMqFM"
frameborder="0" allowfullscreen align="middle"></iframe> </html>
```

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