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Interactive virtual reality navigation using cave automatic virtual environment technology

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With the development of visualization systems for virtual reality, interactive environments have become increasingly complex. In the last years there have been a number of solutions proposed to allow the user a better level of interaction and manipulation with these types of interfaces, especially those with immersive qualities. Nowadays, most of these systems are still in the process of achieving clear and ergonomic interactions that above all can answer and interact tri-dimensionally according to human motion in real time. That's why the interactive dialogue that virtual reality systems can offer is still quite limited. With the use of holographic technology in an immersion laboratory CAVE (Cave Automatic Virtual Environment) the user will be able to live a tridimensional experience in which both the user and the environment are in constant movement and interaction. This kind of interaction pretends to implement techniques of facial recognition and voice commands that allow the user to manipulate and build in real time existent and nonexistent elements and graphic structures projected with holograms. To validate this work, we will test the level of interaction that the user and the environment might have with external objects to them in an infinite world.

Biography

Rodrigo Torres is a Mexican student with a deep interest in animation and computer graphics. At present, he studies a major in Animation and Digital Art at Tecnologico de Monterrey in Mexico City and he will graduate in December 2015. Among his many interests we could find the exploration of new technologies for computer animation and the simulation of interactive virtual reality spaces. Therefore, after his graduation he wants to focus his time into the research and implementation of these subjects.

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