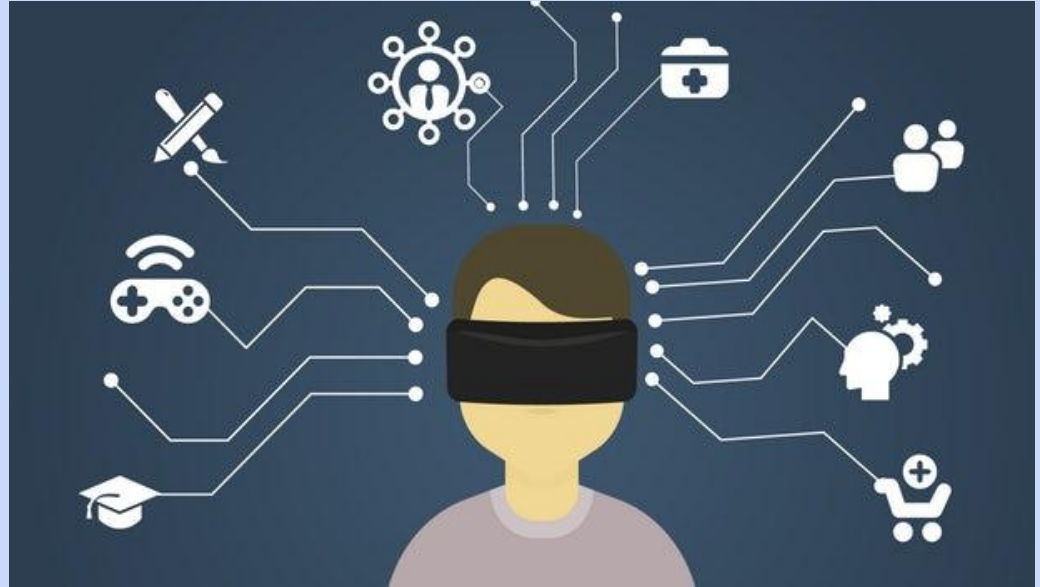


Virtual Reality

Cole Shepherd
Melanie Pena
Dara Lim
Craig Blackburn

April 10, 2018



This presentation focuses on



www.assets.pcmag.com

Virtual Reality in Action



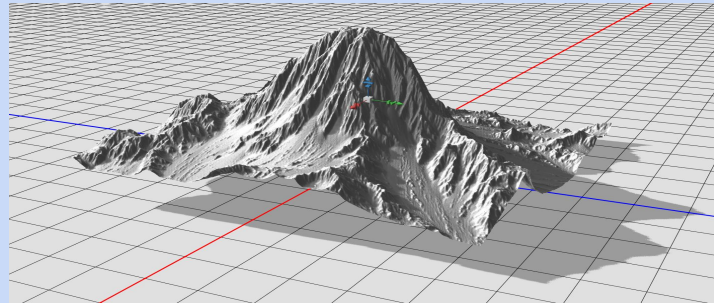
www.brandchannel.com

Applications Pros / Cons



www.igeekphone.com

Current Technology / Costs



www.photoshoptrainingchannel.com

Improving Content Creation

Google Cardboard



www.walmart.com

HTC Vive Virtual Reality System



www.walmart.com

Tesla Suit



www.teslasuit.io

Cave Automatic Virtual Environment (CAVE)



<http://cave.shineball.co>

Pros of VR

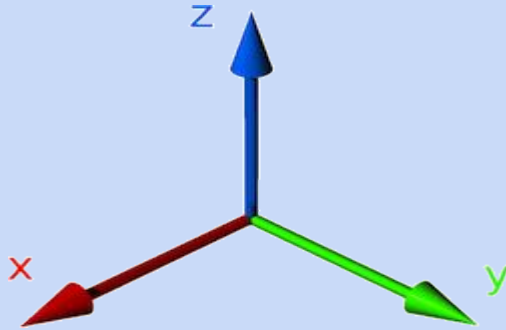
Using VR In Medical Training



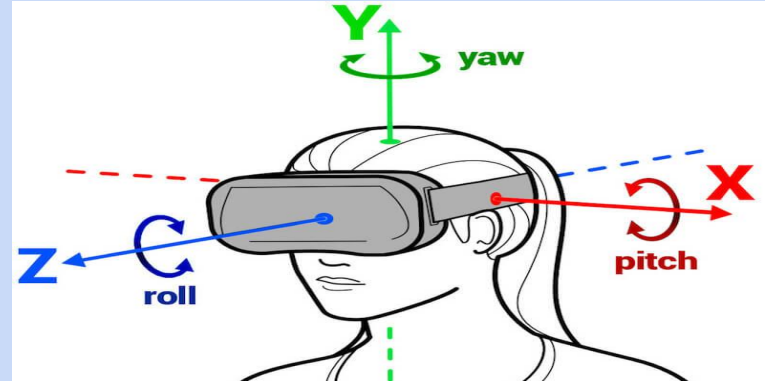
www.medicalsimulation.training

Pros of VR Continued

Can more exactly illustrate some features



i.stack.imgur.com



www.onlinecmag.com

Pros of VR Continued

Reduction In Business Travels



img.virtualworld.co.kr

Cons of VR



www.gamerswithjobs.com

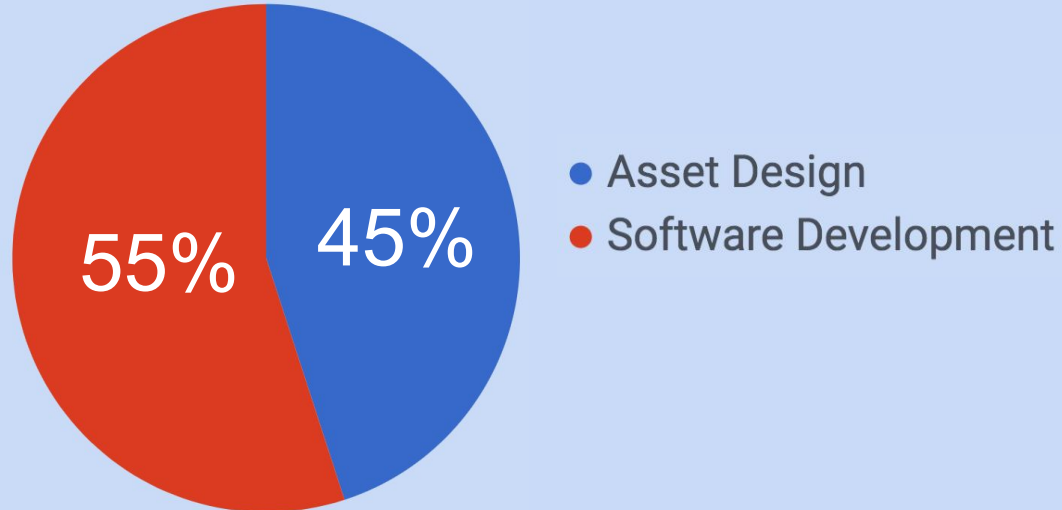
- Decline Human Connections
- Functionality Issues
- Time And Cost

Creating 3D Content for VR



Video Game Development Costs

Game Title	Development Cost
Star Wars: The Old Republic	\$200 million
Grand Theft Auto V	\$137 million
Max Payne	\$105 million



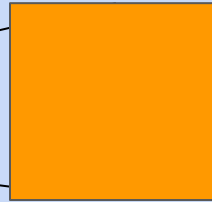
Computer Vision

Integral Channel Feature (ICF)



thewebly.com

A Pixel



RGB Color Channels



Red: 254



Green: 152

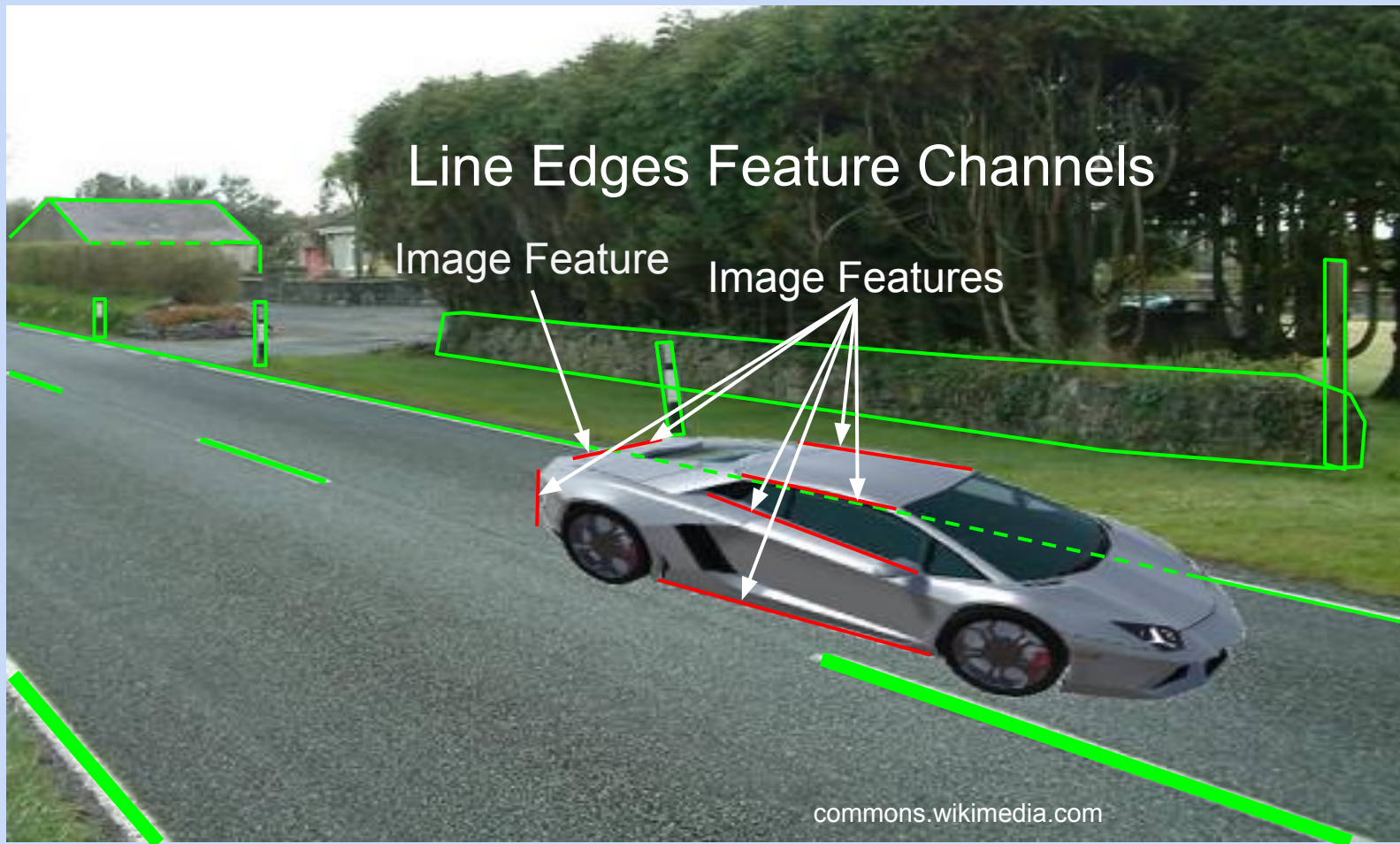


Blue: 35

Line Edges Feature Channels

Image Feature

Image Features

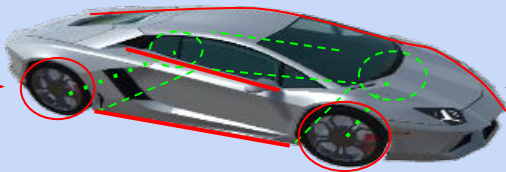


Generating 3D Shapes From 2D Images

1. Edge Detection



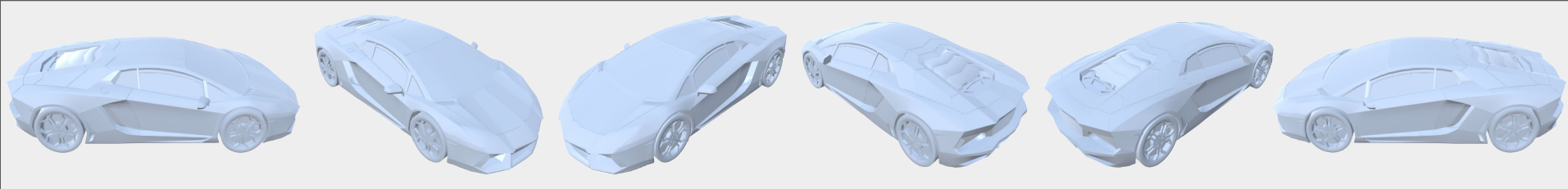
2. Identify Image Features



3. Detect Image Feature Channels



4. Generate 3D Geometric Shape



In Conclusion



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Virtual Reality in Action



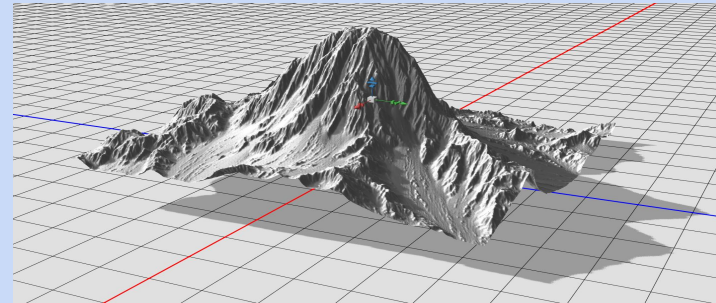
www.brandchannel.com

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