



Examining the Eye in VR is a VR-based app for stereoscopic eye imaging. This app is designed to help with education and telemedicine by rendering stereoscopic slit lamp microscope (SLM) eye images in immersive 3D. Using the Quest 3 headset, users can interact with these images in ways that the current approach using traditional stereoscopes do not allow.

Permission:

Claire(Yichun) Chen and Luci Feinberg are willing to have their names appear next to their presentation of their work on the project web page and video for COMS E6173 (Virtual Reality and Augmented Reality)