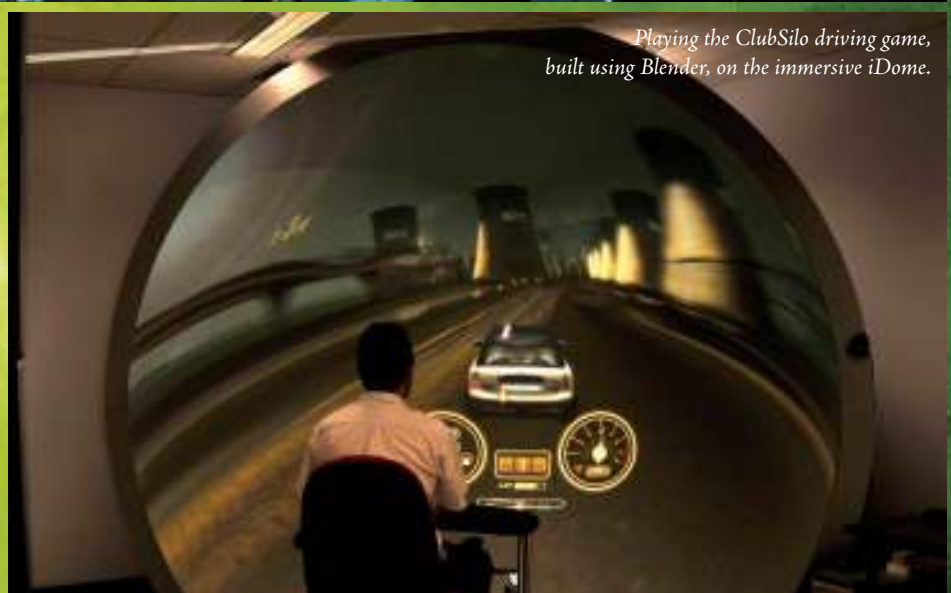




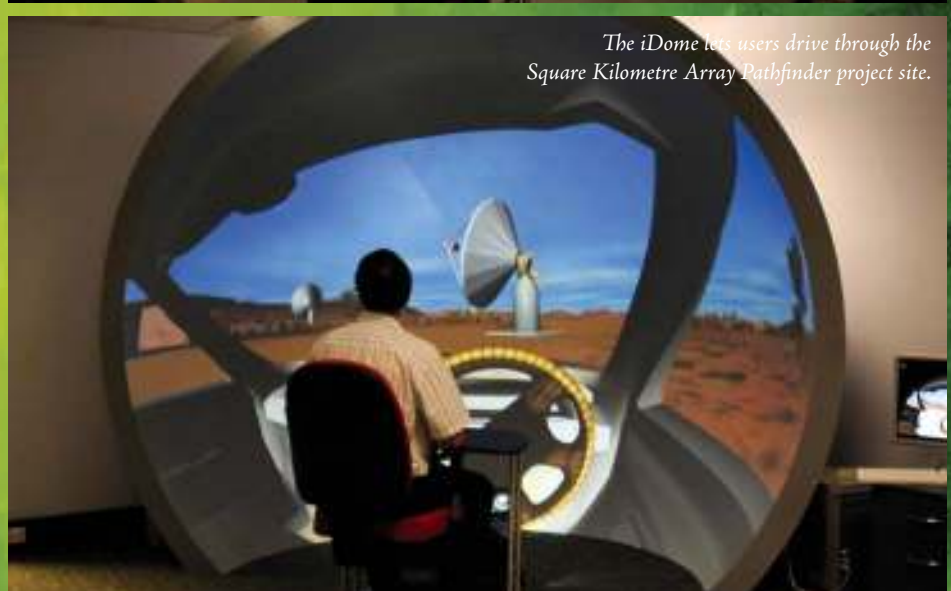
*Mawson's Antarctic huts come to life on the iDome's spherical projection screen.*



*Working within Unity's scripting and development environment has helped Bourke correctly project gaming and immersive environments onto the iDome.*



*Playing the ClubSilo driving game, built using Blender, on the immersive iDome.*



*The iDome lets users drive through the Square Kilometre Array Pathfinder project site.*