Virtual Silcton Documentation

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Chapter 1

Virtual Silcton Introduction

Welcome to the documentation for **Virtual Silcton**.

The Virtual Silcton environment was originally designed in Unity3D by Victor Schinazi and Drew Dara-Abrams. In 2011, Steven Weisberg began updating and maintaining the documentation and website for administration of the Virtual Silcton environment.

This documentation was drafted by Steven M. Weisberg and last edited on the date at the top of this page.

Figure 1.1: Virtual Silcton Image

Chapter 2

Virtual Silcton Background

Chapter 3

Experimenter Interface

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Building Studies

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Data Analysis Tips and Scripts

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