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Date: 2/5/2020
Title: Scientists in Wonderland: A Report on Visualization Applications in the CAVE Virtual Reality Environment

Overview

The paper is designed to narrate several scientists' exploration on how they can utilize the CAVE virtual reality system. Specifically, it depicts the issues that they wanted to come across, how the CAVE tried to attune for it, and whether it was fruitful or not for them to explore in a more 3-d and accessible space.

Type of Paper

This was a user-based study paper.

Primary Contributions

- Contributions are primarily on the results of practical applications for utilization of the CAVE.
- Scientific results that bear fruit or show the potential to bear fruit are listed in this paper
- Shows that some of the difficulties are more hardware based on the current date and time than an issue of utilization of VR to the problem itself

Relations to prior work in the field

- The paper establishes that there are practical applications to using VR
- Prior works show an interest in using VR, particularly similar to the CAVE, to depict analyses

Relations of this work to other work in the same timeframe

- Because this was sitting in the 1990s, much of the work was framed around HMDs.
- HMDs suffer from narrow field of vision and limited immersion, unlike the CAVE
- High immersion was very sought after, shown in this paper

Further interesting things

- I liked that there were some instances in the paper that admitted there were not that many benefits to certain problems by using 3d VR interaction
- Other instances that I appreciated were admitting to limitations in computational power, which was very important for instances such as the Cosmic snippet