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Title: The Cave – Audio Visual Experience Automatic Virtual Environment

Overview

The paper introduces the CAVE and draws comparisons against the new surrounding virtual reality model against other existing models, such as BOOM and standard HMDs. It makes a front for why the CAVE is superior above other models by noting several calculated areas of importance, such as field of view. At the end, the paper submits a list of potential and existing applications.

Type of Paper

While the paper is not necessarily introduction of a model, it is more of a defense of an existing model with backed numbers.

Primary Contributions

- The primary contributions of the paper is the providing evidence for why the CAVE is an attractive setup for virtual reality.
- Minor in comparison to first point is the applications that can be done with the CAVE

Relations to prior work in the field

- Relations to prior work in the field is the distancing away from head mounting displays and more toward immersion displays

Relations of this work to other work in the same timeframe

- A lot of the work during the 1990s was involved using HMDs

Further interesting things

- I appreciated a lot that there were mathematical formulas for explanations on why certain things, such as field of view, were important and how to calculate them.
- I also liked the fact that there was a table that displayed all of the information to make it more concise
- It was good that they noted issues of the hardware at the time too, such as the Green effect having negative consequences (although it was fixed)