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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)