SEARIS Keynote Panel
The Changing Face of VR Systems
also known as
“10 minutes of Evan Suma on a soapbox”
suma@ict.usc.edu
www.evansuma.com
The Good Old Days (2003)
Experimenting with Game Engines (2005)
Custom Engine: osgVirtualEnvironment

http://sourceforge.net/projects/osgve/
Fast forward to 2011...
What makes Unity different?

Plugins, packages, and scripts form the lab’s software infrastructure!

http://projects.ict.usc.edu/mxr/diy/
Middleware

OpenNI™

NITE™

KINECT for Windows

FAAST

flexible action and articulated skeleton toolkit
Search for user submitted videos on youtube!
FAAST Architecture

- OpenNI Reader
- Generic Skeleton Model
- Microsoft Kinect SDK Reader
- Action Recognition Module
- FAAST Core
- Emulator Module
- VRPN Server
- Target Application

http://projects.ict.usc.edu/mxr/faast/
Maintain hardware agnosticism!

Write a plugin manager *first!*

CMake may be the best thing ever.
Why plugins?
I HAVE NO IDEA WHAT I'M DOING
What does cross platform mean?
You’re not going to the virtual world anymore.

It’s coming to you.

(whether you like it or not)
The Virtual is Ubiquitous
There's an app for that.
Gmail Motion Prank
April Fools’ Day Response

ICT MxR Lab's Response to Google's Gmail Motion