Virtual Realty minus Virtual

LIVE IMMERSIVE EXPERIENCE OF REAL PLACES

PROJECT OBJECTIVES

- Creating immersive experience of real places(physical world) and independency to explore remotely.

- Creating an internet platform where Universities, municipalities, individuals will be registered as the owner of the view-module i.e the available locations.

WHAT IT DOES AND WHY IT MATTERS

- “Teleportation”
- Enhancing application of internet beyond information and communication.
- Potential to provide best possible usage of VR device.
- Can become a favorite past time as people like to explore new places and give them this oppurtunity using tech they use widely.

SET-UP REQUIREMENTS:

- User Module Design:
  - Orientation Sensor
  - Micro-computer or laptop
  - Smart-phone with WIFI connectivity(As receiver of live-streaming of videos)
  - VE goggles (to hold the smart phone)
- View Module:
  - Tele-presence robot
  - Specialized motor set-up (for adjusting to the change in user' Head Orientation).

SCOPE OF THE PROJECT

- Here a person is able to actually see immersively whatever is being telecasted. and move (via robot)
- People will bid for the location and the owners will earn.

- Features:
  - Low cost set-up and open source component.
  - A user need not own the special tele-robot

RESULTS/ ACHIEVEMENTS TILL NOW:

Current State: Full process has been tested satisfactorily with telerobot..

Future Actions: The whole user module will be clubbed into a single smart-phone enabling a user to experience a distant place without requiring him to be at home for using this technology.

One more improvement to do is stream of stereoscopic or dual split screen visuals. Right now broadcasted video are monoscopic.

Fast servo motor

Note: As distance increases, latency will increase but it can be reduced with good internet network.

Applications

- Exploration
- Tourism
- Defence, aviation application etc.

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PROTOTYPE