ReverseCAVE: CAVE-based Visualization Methods of Public VR towards Shareable VR Experience

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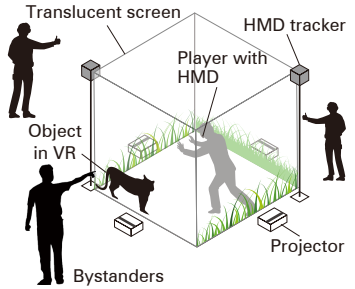

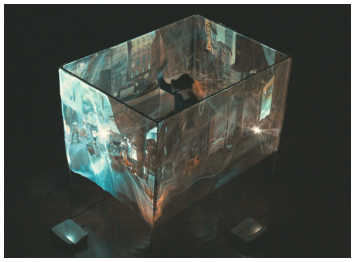

Figure 1: Upper: Overview and setup of ReverseCAVE for public visualization of VR. Lower: Bystanders can use ReverseCAVE to see the HMD user (player) and VR environment simultaneously without an HMD, and also capture photographs or videos to share with others.

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Abstract

In recent times, many public spaces have virtual reality (VR) games for entertainment (e.g., VR amusement parks). Therefore, VR games should be attractive not only for players but also for bystanders. Current VR systems still focus primarily on enhancing the experience of head mounted display (HMD) users; thus, bystanders without an HMD cannot enjoy the experience to the same extent as HMD users. We propose "*ReverseCAVE*" towards a shareable VR experience [1]. This is a proof-of-concept prototype for public VR visualization using CAVE-based projection with translucent screens for bystanders. The screen surrounds the HMD user, and the VR environment is projected onto the screens. Bystanders can see the HMD user and VR environment simultaneously, and capture photographs to share with others. Thus, ReverseCAVE can enhance the bystanders' public VR experience considerably and expand the utility of VR.

REFERENCES

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