

PlatformCommander

VR beyond ordinary game engines

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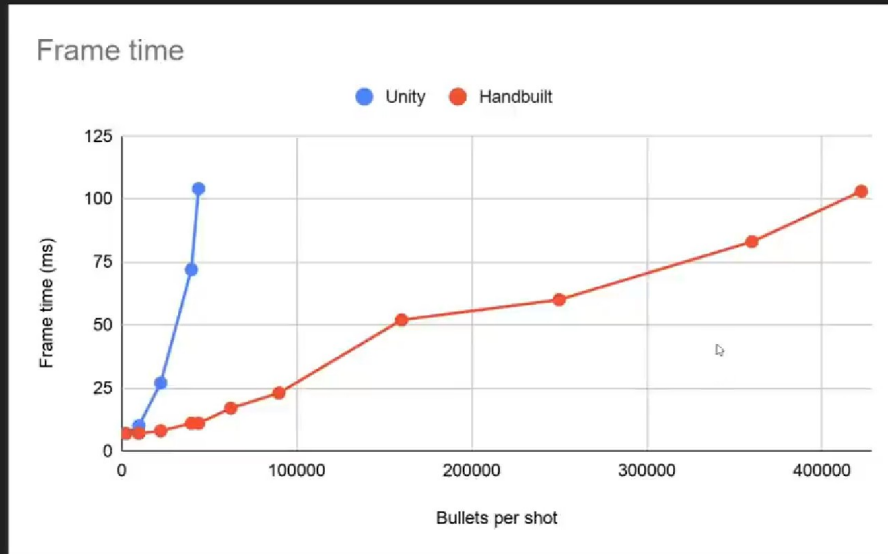
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Game Engines

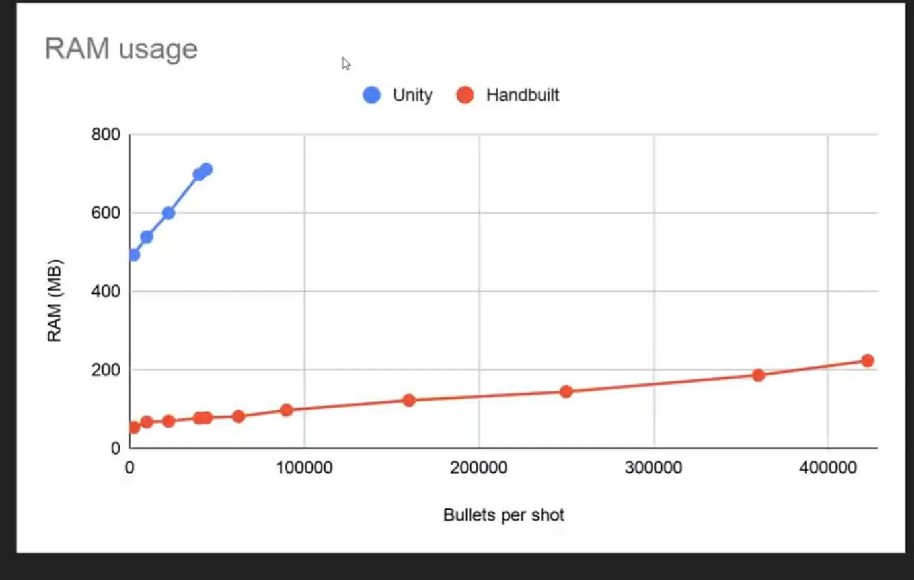


Game Engines vs. Handbuild

Performance results: Frame time



Performance results: RAM



Motion Platform (non-standard hardware)



PlatformCommander

Gyroscope

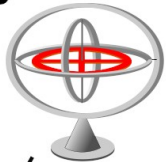
Client

Server

Hexapod



GVS ⚡

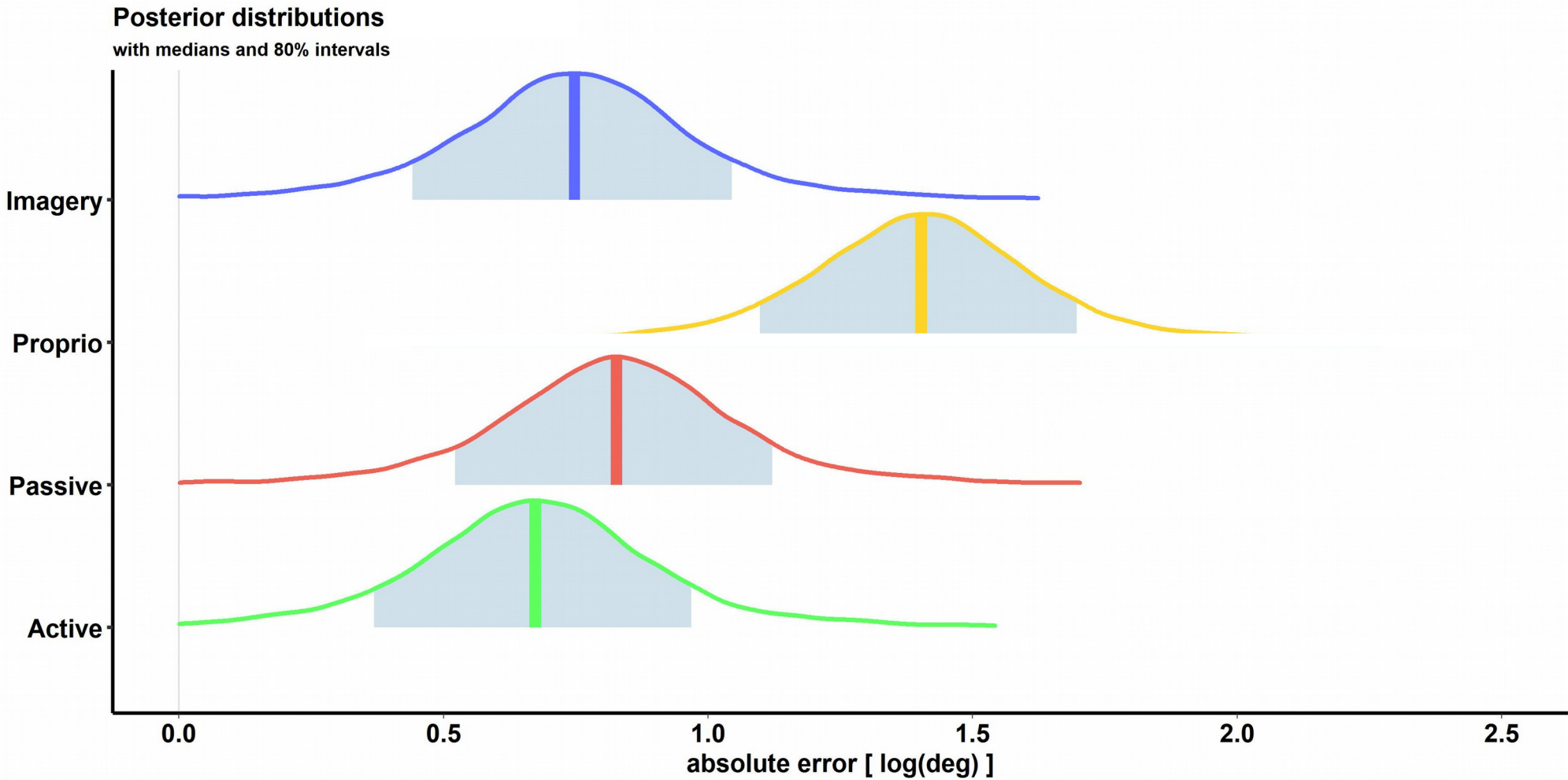


Example 1: Kinesthetic Spatial Memory Task

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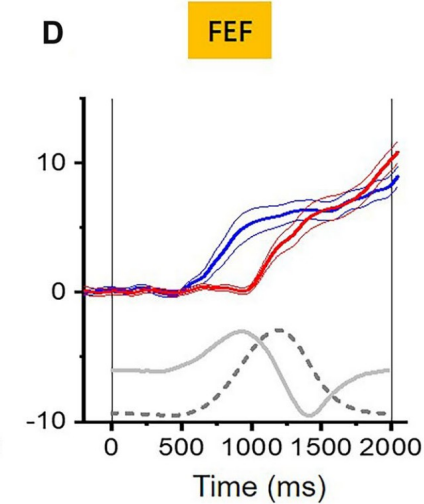
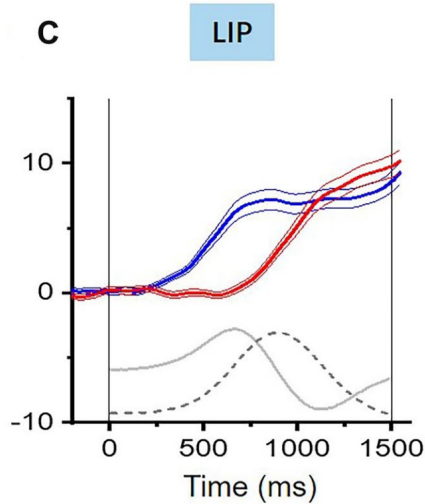
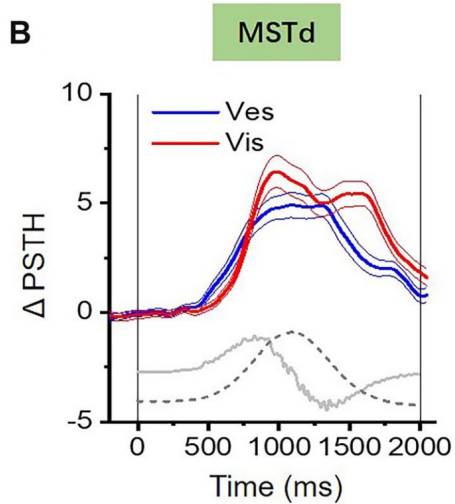
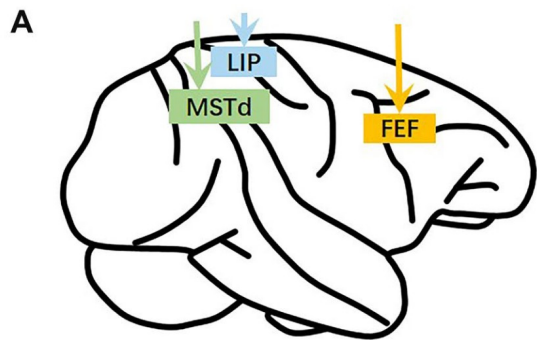
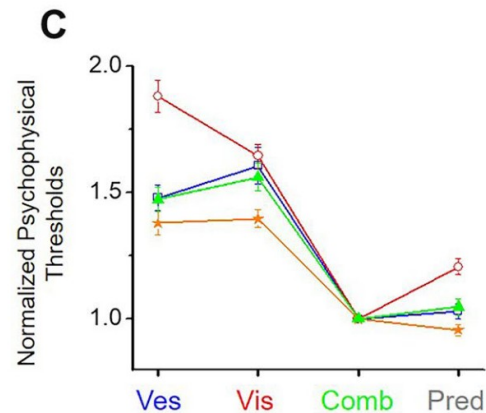
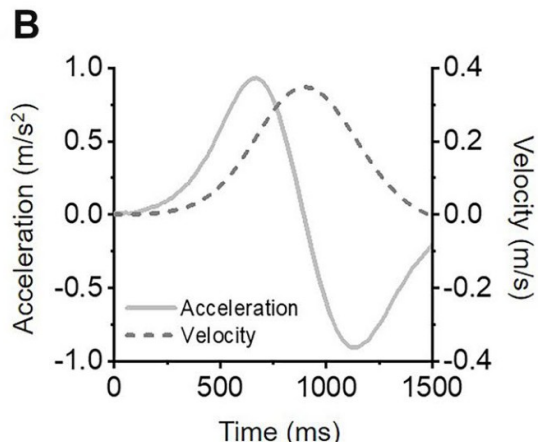
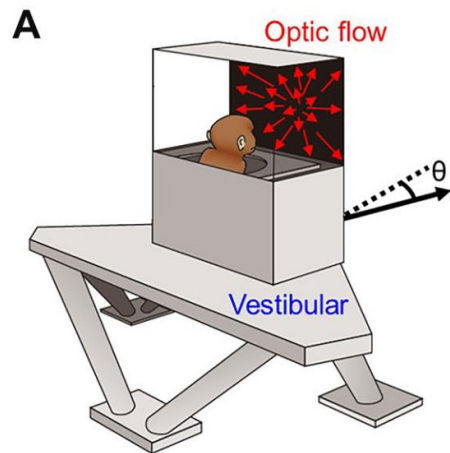


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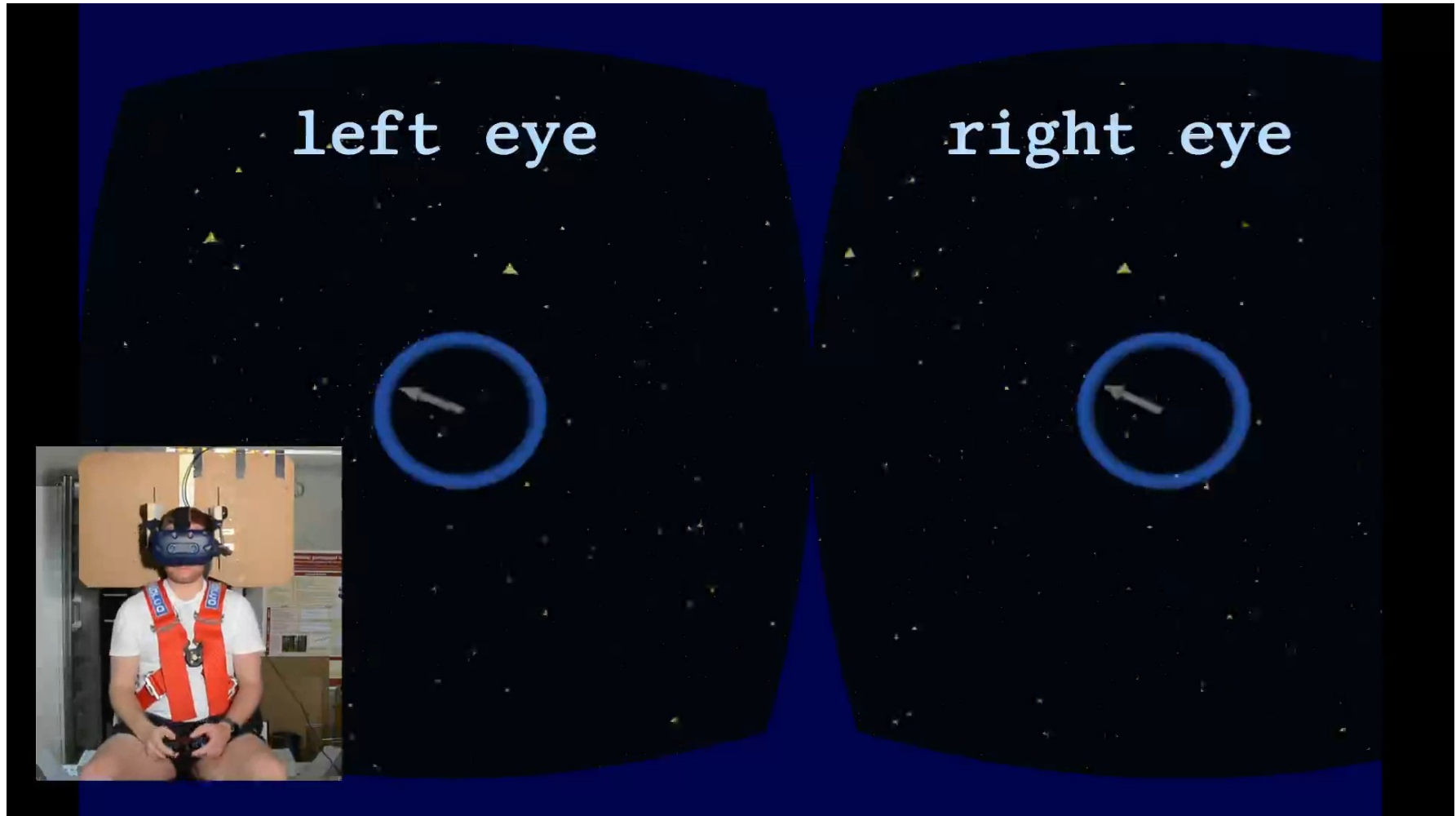


Example 2: Visual Vestibular Interaction

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Example 3 (future directions): Motor Control Task

Example 3: Motor Control Task

Pilot induced oscillations



www.youtube.com/watch?v=o5tITGovVul



www.youtube.com/watch?v=gw-nBo5PQks

Example 3: Motor Control Task



unpublished video

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Thank you!

Contact



Preprint



Videos



gitlab

