immersive virtual reality entertainment system

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The ‘immersive digital entertainment virtual reality’ system by Japanese engineering company Crescent creates a full 360-degree virtual space, into which users’ real-life actions are translated. While the concept is an old one, the group adapts modern technology to create a ‘room’, bounded only by the placement of motion-tracking cameras, in which the physical and virtual intersect.

The system makes use of a head-mounted display to depict the virtual world to users. HD motion-detection cameras track the individual’s movement in the VR space, including behaviour that should, based on the user’s position in the virtual environment, translate to interaction with objects.
Takahiro Akiyama, the visual effects art director for 'Final Fantasy', worked on content development, but imagines future uses of the device going beyond user-driven interaction:

'For example, if a new device were combined with this system the images could be made to change rapidly depending on what the user is thinking, so it could be used for relaxation or for biofeedback, as the user could see changes in the image depending on what the user is thinking, and then feel changes in himself. That would be more than a simple game, it would be a new type of entertainment.'
Monitor view of the 3D space shown by the headset.
infiniti digital art competition

Designboom in collaboration with INFINITI is offering an international competition asking participants to design spectacular or interactive digital artworks, to be installed throughout Europe and voted on to win the 10,000 euro first prize.

Submissions may take the form of projection mapping, interactive sculptures, video or flash files, processing or max applications, or other digitally mediated works, but register now!

The first round of the competition, featuring the theme 'inspired performance', ends Friday, July 8th.

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