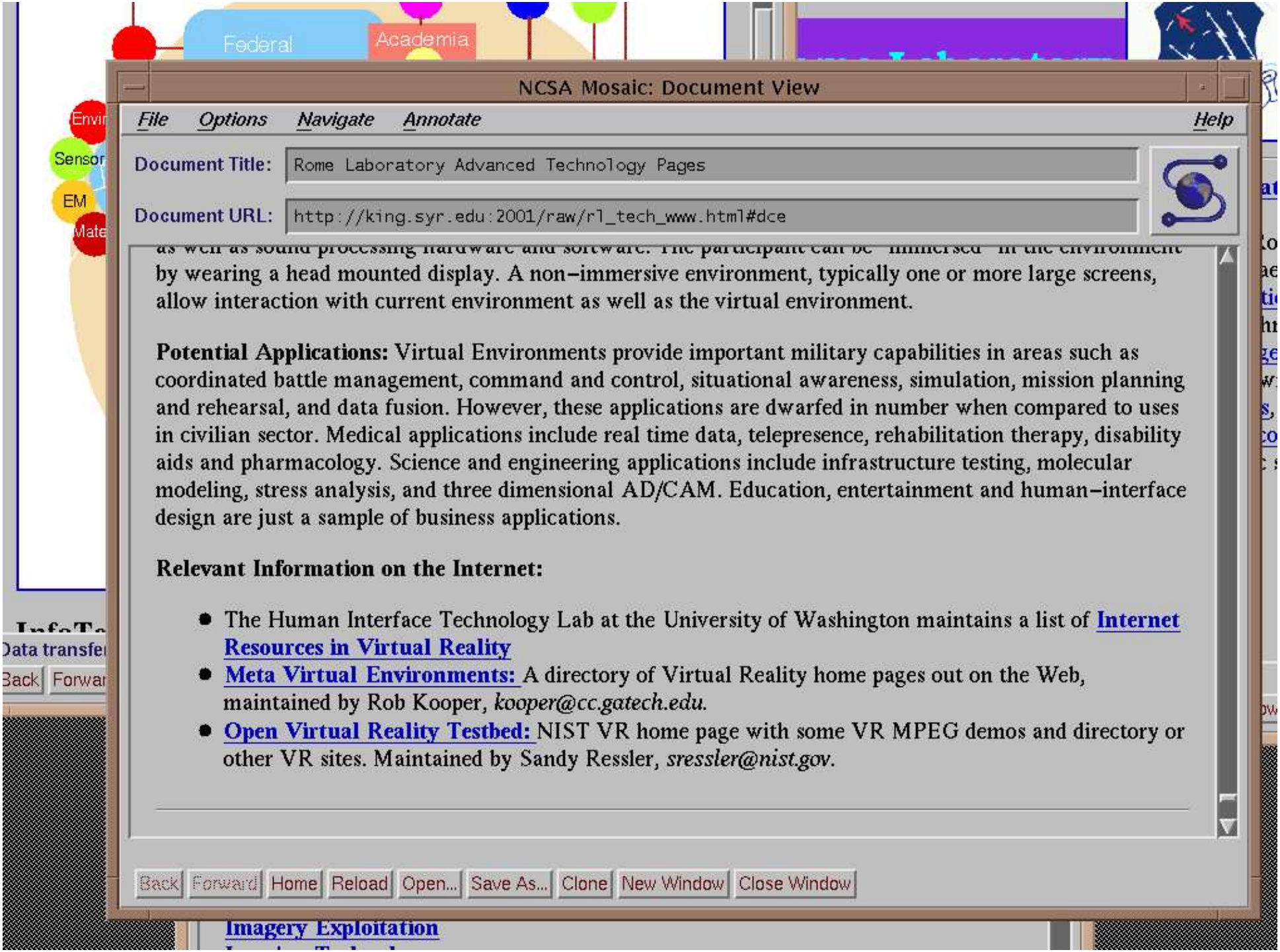
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by wearing a head mounted display. A non-immersive environment, typically one or more large screens, allow interaction with current environment as well as the virtual environment.
Potential Applications: Virtual Environments provide important military capabilities in areas such as coordinated battle management, command and control, situational awareness, simulation, mission planning and rehearsal, and data fusion. However, these applications are dwarfed in number when compared to uses in civilian sector. Medical applications include real time data, telepresence, rehabilitation therapy, disability aids and pharmacology. Science and engineering applications include infrastructure testing, molecular modeling, stress analysis, and three dimensional AD/CAM. Education, entertainment and human-interface design are just a sample of business applications.
Relevant Information on the Internet:
The Human Interface Technology Lab at the University of Washington maintains a list of Internet Resources in Virtual Reality
Meta Virtual Environments: A directory of Virtual Reality home pages out on the Web, maintained by Rob Kooper, kooper@cc.gatech.edu.
Open Virtual Reality Testbed: NIST VR home page with some VR MPEG demos and directory or other VR sites. Maintained by Sandy Ressler, sressler@nist.gov.
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