

Sneak peek into the real virtual world

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At first, the rectangular shaped stage setup with infrared motion capture cameras, Virtual Reality (VR) head gears and backpacks doesn't seem exciting. Once the users wear the VR head set and other standard equipment, they're sent on a virtual expedition. They can walk, talk and interact with the objects in the game, following the instructions given by a voice played in the background.

This real-like virtual experience is created through a multi-user immersive platform— Real Virtuality—created by a Swiss-based company Artanim. In a

two-day show organized by Swissnex, Artanim gave a glimpse into the virtual world for the people in Bengaluru.

Real Virtuality captures the movements of the players and recreates them perfectly in the game. "Our platform supports low motion latency to render the movements of the users in real time without any noticeable lag," said Caecilia Charbonnier, the co-founder and research director of Artanim. To create seamless immersive experience, the system wirelessly transmits the motion capture data to the VR headsets worn by the players.

The platform takes the users inside a dimly-lit place that appears like a scene straight out of sci-fi fiction movie. The play-

ers can use a torch to illuminate their surroundings while walking on the broken wooden paths as the spiders crawl on the walls around them. After exploring the fictional world for a while, the users finally find the magic fire ball and the game ends there.

Caecilia believes that VR technology could be used to its full potential in various industries such as cinema, tourism and even in theme parks and shopping malls.

"In future you can enter into a Star Wars movie and interact with the characters using VR technology. It can also help architects to show the final design of the house even before it's built," she said.

