

Odyssee – (barefoot) mixed reality theater

Odyssee – explorations in mixed reality theatre The Odyssee is a multimedia enhanced theater show that will take place in november 2003, produced by a group that formerly produced Faust¹

For the Odyssee, the idea is to have twelve rooms, and have an augmented VR within each room using (half) see through glasses (or light head mounted displays). In principle it would be sufficient if the glasses take as input a video signal (preferably wireless). But also synthetic 2D/3D graphics might be used, if possible.

The phrase *barefoot* is meant to indicate that sensory stimulation will be multimodal, including touch.

motto

virtual reality ... because reality is virtual

people

- Bert Barten² (director) bert.barten@ground-control.org
- Esther Bernart (assistant director) iebie@hotmail.com
- Johan Hoorn³ (writer) jfhoorn@cs.vu.nl
- Anton Eliens⁴ (advisor) eliens@cs.vu.nl
- Bart Gloudemans⁵ (multimedia design) bsglode@cs.vu.nl
- Els Rogier⁶ (web design) esrogier@cs.vu.nl
- Rutger van Dijk⁷ (technical assistance) rutgervd@chello.nl

date(s)

- 10 juni – visit Cybermind NL
- wo 8 oct 2003, 10.00 uur, VU – T333
- ma 3 nov 2003, 10.00 uur, VU – T333
- 15 december 2003 – in production

¹<http://www.faust2002.nl>

²<http://www.ground-control.org>

³<http://www.cs.vu.nl/~jfhoorn>

⁴<http://www.cs.vu.nl/~eliens>

⁵<http://www.cs.vu.nl/~bsglode>

⁶<http://www.cs.vu.nl/~esrogier>

⁷<http://www.cs.vu.nl/~odyssee>

related

- Odyssee – explorations in mixed reality theatre
- odyssee (developer's) site – <http://www.cs.vu.nl/~odyssee>
- Bart's site – <http://www.cs.vu.nl/~bsgloude/odyssee>
- art-E-fact – <http://www.art-e-fact.org>
- resources: vr ar

augmented reality

- general information – <http://www.se.rit.edu/~jrv/research/ar>
- AMIRE (ARToolkit+) – <http://mtd.fh-hagenberg.at/depot/graphics/artoolkit>
- ARToolkit (PC) – <http://www.hitl.washington.edu/people/grof/SharedSpace/Download/ARToolKitPC.htm>
- ARToolkit (DX) – <http://www.ims.tuwien.ac.at/~thomas/artoolkit.php>
- directx – <http://www.microsoft.com/windows/directx/>
- developer

HMD

- comparison – <http://www.stereo3d.com/hmd.htm>
- cybermind (NL) – <http://www.cybermind.nl/home.html>
- (pricelist) – http://www.cybermind.nl/Info/PriceList_EUR2003.htm
- micro optical – <http://www.microopticalcorp.com>
- personal display (japanese) – <http://www.personaldisplay.com/>

software

- (free) – <http://www.opensg.org>
- avalon – <http://www.igd.fhg.de/~avalon/>
- blender (2.24/2.27) – <http://www.blender3d.org> <http://www.blender.org>