

Catopsys project, University of Auvergne

{playerflv}http://www.laval-virtual.org/winners2009/catopsys.flv|320|240|#ffffff|autostart{/playerflv}

Catopsys is a panoramic projection system that uses convex mirrors to spread beam all over the scene. It has a rotating camera that perceives the scene and enables the system to adapt projection from a geometrical and a radiometrical point of view. Thus there is no need for a dedicated projection screen such as the expensive ones used in CAVEs or domes and the user can make use of their own living room.

This is the first public demonstration envisaged for Catopsys. The system has not only capabilities for VR applications, but also for mixed reality as it is able to digitize projection scenes. For these first demos, we will place the emphasis on VR applications such as panoramic film, virtual tours and interactive games.

Demos will take place in a portable room with walls of different colors to illustrate real time corrections after calibration of the system. Users will have the opportunity to play an interactive game, using a 6 DOF pointer, also used to locate the player and to change their point of view in real time. A panoramic film will also be projected and simple texture mapping will be applied to the projection scene.

More Information:

<http://iutweb-lepuy.u-clermont1.fr/catopsys/>