

[Explore Virtual Reality \(VR\) / Augmented Reality \(AR\)](#) [1]

Submitted by elawsesip on Tue, 2016-10-11 09:44 Friday, January 13, 2017 - 14:00

Event: [Winter Meeting 2017](#) [2]

Session Type: [Breakout](#) [3]

Room Location: [Linden Oak](#) [4]

Expertise Level: [Beginner](#) [5]

Collaboration Area: [Decisions](#) [6]

[Discovery](#) [7]

[Education](#) [8]

[Geospatial](#) [9]

[Science Communication](#) [10]

[Visualization](#) [11]

Abstract/Agenda:

From 3D gaming, to manufacturing, to education and beyond, Virtual Reality (VR) promises to revolutionize the way we experience the digital world. This session brings together technologists and scientists and engineers that are interested in exploring how VR and Augmented Reality (AR) can be leveraged to advance future mission planning and scientific research. We invite presentations and demonstrations that showcase innovative work in VR/AR. We will discuss and explore how these cuttingedge technologies can benefit Earth and Planetary science.

Attachments/Presentations:  [thompson_charles_immersive_visualization.pdf](#) [12]

Creative Common License: Creative Commons Attribution 3.0 License

Accepted:

Source URL: <http://commons.esipfed.org/node/9495>

Links:

[1] <http://commons.esipfed.org/node/9495>

[2] <http://commons.esipfed.org/2017WinterMeeting>

[3] <http://commons.esipfed.org/session-type/breakout>

[4] <http://commons.esipfed.org/taxonomy/term/2611>

[5] <http://commons.esipfed.org/taxonomy/term/260>

[6] <http://commons.esipfed.org/collaboration-area/decisions>

[7] <http://commons.esipfed.org/collaboration-area/discovery>

[8] <http://commons.esipfed.org/collaboration-area/education>

[9] <http://commons.esipfed.org/collaboration-area/geospatial>

[10] <http://commons.esipfed.org/taxonomy/term/2186>

[11] <http://commons.esipfed.org/collaboration-area/visualization>

[12] http://commons.esipfed.org/sites/default/files/thompson_charles_immersive_visualization.pdf