

# Use Case Examples

Felinto's visit to the CAVE at LIMSI

Ghost Orchestra (see [project webpage](#))

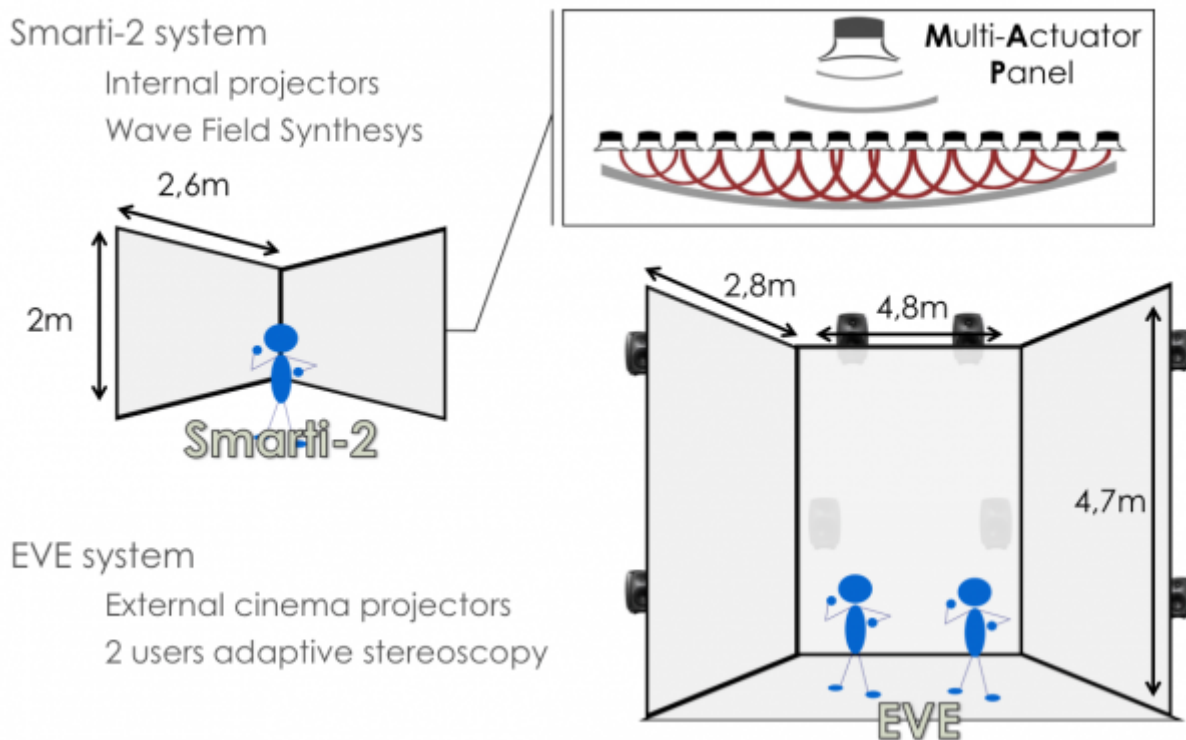
Virtual Theatre (see [project webpage](#))

## Screenshots and examples

BlenderVR has been implemented and tested on two different VR projection type platforms at LIMSI-CNRS.

The **Smart-I2** platform is a 2 wall passive stereoscopic system with a single graphics PC driving 4 projectors. Spatial audio rendering is accomplished with the integration of Wave-Field Synthesis into the projection screens.

The **EVE** platform is a 4 wall rear projection CAVE environment supporting active/passive/combined stereoscopic rendering for multiple users. Each projector is connected to a separate graphics node, with additional nodes dealing with a various of input/output modalities. Spatial audio rendering is accomplished through an Ambisonic 15ch array as well as 2 wireless binaural headsets.



Here is an example of a scene by Martins Uptis which has been “VR-ised” on the Smart-I2 platform [Smart-I2 overview](#).

Original scene:

Thanks so much Martins for your amazing work (<http://devlog-martinsh.blogspot.fr/>)

VR-ized scene on a Stereoscopic Video Corner Wall:

Example of a Mountain scene, used as a demonstrator for Head Controlled Navigation with 2 concurrent users in the EVE System ([www.limsi.fr/venise/EVEsystem](http://www.limsi.fr/venise/EVEsystem)).

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