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CIRCULAFLOOR UNIVERSITY OF TSUKUBA

Use this set of moving floor pads to enhance your virtual-reality gaming experience. As you walk on CirculaFloor, wireless sensors measure the motion of your feet, causing the pads to move in the opposite direction. The result is that your real-world position remains fixed while you move freely throughout the virtual world.

067



FOGSCREEN FOGSCREEN INC.

In this walk-through exhibit, pictures are projected onto an ultrafine vapor "screen." The fog is dry to the touch. The FogScreen displays images from any standard projector, and its laminar, or turbulence-resistant, airflow fixes its shape, so images are undisturbed by foot traffic.

Experience FogScreen in The Portal

068



FPGAMERUNNER GAMERUNNER

Plug this treadmill into your PC via USB and take the action to a whole new level, on and off the screen. Aim the FPGameRunner's handlebars to manipulate the mouse and walk (or run) to control the game's pace. And you can keep your favorite key combinations: The configuration of triggers and buttons is at your discretion.

069



FULL BODY GAMES FEEDTANK

Digital dodgeball, anyone? Your body is the controller in this trio of videogames. As a camera films you, a projector places your silhouette into the action on a screen in front of you. Your movements affect the action; to score, swat away colored blocks and avoid flying objects.

074



MUSIC BOX PLAY MUSIC BOX

This souped-up music box replaces the traditional metal pins and tines with 576 LEDs and 16 photosensors. Use a mouse to draw a pattern in a computer program that lights up corresponding LEDs on the box's wooden cylinder. Turn the crank, and the photosensors pick up your pattern, triggering chimes and playing a tune.

075



PANOSCOPE 360° UNIVERSITY OF MONTREAL

This interactive, panoramic display makes IMAX look flat. The bowl-shaped screen uses a projector with a hemispheric lens to immerse you in multimedia. A joystick at the center of the Panoscope lets you control sound and graphical pattern projections.

Experience Panoscope 360° in the Main Stage Area

076



PHILIP K. DICK ROBOT HANSON ROBOTICS, FEDEX INSTITUTE OF TECHNOLOGY AT UNIVERSITY OF MEMPHIS AND UT-ARLINGTON ARRI

Do androids dream of electric sheep? Now you can ask P. K. Dick himself. This bust uses 36 servomotors and a polymer that moves like human skin to mimic the sci-fi legend's facial expressions. Artificial intelligence and speech software enable it to carry on complex conversations, using a model of the author's mind extracted from his writings.

Experience the Philip K. Dick Robot in Robot Row

079

HELIODISPLAY IO2 TECHNOLOGY

Who needs a screen to watch video? Connect the Heliodyisplay projector to any standard video source – from your DVD player to your Xbox – and view images in free space. The device takes in air, adds microscopic particles, then expels and illuminates a cloud of dust to display images over a 15-inch field. You can even use your finger to move and manipulate the projections.



080

△ BLOWAWAY DUBLIN CITY UNIVERSITY

Blowhards, unite! In this videogame, players exhale into custom-designed breath sensors to steer a hot-air balloon away from danger and toward prizes. The harder you blow into the controller, the more influence you have over the direction of the balloon.

Experience BlowAway in The PlayGround