POSSIBLE APPLICATIONS IN HIGHER EDUCATION?
POSSIBLE APPLICATIONS IN HIGHER EDUCATION

• Law School: Clinical practice, moot court analysis, argument practice

• Medicine: Anatomy, Surgical Applications, (AR and VR)

  • Merge Cube Example

• GSE: Public school orientation, classroom observations

• Geology: plate tectonics, simulation of erosion
EQUIPMENT/HARDWARE

- Headsets: $200-$1500
- Google Cardboard, Merge, other low end devices to enable use with smartphone: $20-$50
- Gaming PC: $2500 (for the higher end headset)
- Cameras: $200-$15,000
- Gyros/Tripods/Mic systems
NOT YOUR FATHER'S VIDEO PRODUCTION!

• No boom mics!

• Syncing audio with consumer grade equipment, no SMPTE time code is not fun!

• No cue cards, have to use props!

• No backstage, camera control via phone app/Wi-Fi

• Tripods must disappear or be edited out

• Preferably, no cables or cords
BUT...

• Editing in 360 environment is fun: add menus, jump points, not a linear process.

• ENDLESS opportunities for UBIT:
  • On-boarding new staff
  • Tours of facilities normally not open to all
  • Training students for classrooms, capture rooms, TR rooms?
  • What else?

• Once a process is developed, the editing and output get easier.