Procysive

VCP Virtual Command Presence

eye create worlds

Virtual Reality Command Presence | New Release | Market Ready

Why VR?

Portability: View your virtual monitors from anywhere. All you need is your laptop and a supported virtual reality platform. Security staff could be located anywhere in the world and are not restricted to an onsite facility.

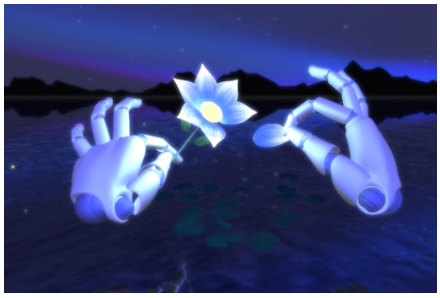
Configurability and scalability: Since the monitors exist only in virtual space, they can be moved, resized or placed into any configuration the user wishes. Monitors can appear to be a few inches in size to several feet across. Environments could have anywhere from 1 to 21 simulated displays. Displays could be grouped depending on the content allowing for easier management of feeds.

Workplace fatigue: The sense of presence the hardware delivers is truly powerful. Leveraging this power, VCP's environments are designed to help reduce workplace fatigue by allowing users to view virtual displays in a variety of 3D rendered environments such as a calm meadow or a sunny beach. Environments could be customized to the needs of the organization. There are also things such as desk toys to keep the user interested, alert and awake so that nothing is missed on the monitors.

Affordability: More affordable than buying physical hardware especially in situations where a high display count is required. A room with 20 monitors, switching equipment, cabling, furniture etc. can cost in the 7 figures to create. Staff can telecommute and view feeds as if they were on location and no longer need to be based onsite so facility costs are lower.

Virtual Command Presence is a virtual reality application that allows you to display high definition video from a variety of sources on simulated monitors that exist in a virtual 3D space. Virtual Command Presence is compatible with the Oculus Rift and supports the Leap Motion controller for hand tracking.

Display high definition video from a variety of sources: Locally connected webcams; DVR or other devices connected via locally connected video capture devices: Streaming via RTSP/RTMP/MJPEG/MMS from IP security/web cameras or other video sources; Locally stored video files



Leap Motion Hand tracking System: The Leap motions allows you to see your hands in the VR environment, allowing you to interact with objects in the virtual world. Currently the main control scheme uses Skeletal Hand tracking from Leap Motion. Below is a picture of the Oculus Rift DK2 with a Leap Motion tracker attached, a picture of the "Reality Engine" with a soda can for scale and a photo of the laptop model.

Portability Scalability Configurability

The Market Possibilities are Endless

Mobile Command Center: Mobile command centers are tight on space, tight on electricity and require massive air-conditioning systems to keep all that equipment inside cool. Some of these makers build anything from massive 18 wheeler command centers to back pack deployable solutions, VCP would be great in either scenario.

Emergency Management: Fire departments, First Responders, 911, FEMA

Traditional Security Camera feeds: Casinos, Airports, Large office buildings, Military or Government installations

News agencies: who need multi monitors setup for editing or watching multiple feeds or doing editing either in the field or at the station.

Field Locations: Oil companies, Electric companies that have people in the field and are already using multiple cameras to watch drill sites, electric transformers etc.

DOT: Traffic management watching traffic flow

Loss prevention: in Retail stores or warehouse/shipping facilities (Fedex, UPS Hubs)

Eco: Wildlife/livestock/zoological observation

The hardware:

There are nearly 10 different HMDs that have been announced recently, we plan to support as many as possible upon their release, but for now the VIVE and Oculus Rift are firmly on our roadmap.

Oculus Rift DK2

Currently the software supports the Oculus Rift DK2 as this is the only headset shipping to developers. Any package we sell within the next 8-9 will include this headset.

HTC/Valve VIVE

HTC has partnered with Valve and has recently announced they are shipping the VIVE VR headset this year and we will also be supporting that. We expect Oculus final consumer model to launch later this year as well.

The computer system:

The "Reality Engine' system is a high powered Mini ITX form factor PC which means it's rather small in comparison to most desktops, it's not much bigger than a typical game console. It has been specifically designed and built to maximize performance and comfort in VR. It has a max power consumption of 500 watts but often runs at a quarter of that depending on the task. The current laptop model we are using is the ASUS G751.

For more information visit EyeCreateWorlds.com or Procysive.com