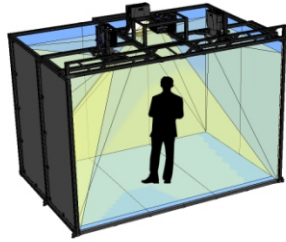


# VisCube M4™

## CAVE Immersive 3D Display



The **VisCube M4™** is a **low cost, high performance** front projected CAVE immersive virtual reality system. The VisCube M4 is a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation.

The **VisCube M4** is **ultra compact**. It can be installed in very small spaces.

The **VisCube M4** makes use of high quality ultra-short throw optics. The result is excellent image quality. Users do not cast a shadow until they are within an arm's length from the screen. Getting any closer is not very useful, the system provides the same experience as a rear projected CAVE.

## VisCube M4 Datasheet



### System Specifications

- Resolution: 1920x1200 front wall, floor  
1280x1200 side walls
- Screen size: 140" x 87.5" front wall, floor (3.56m x 2.22m)  
94" x 87.5" side walls (2.39m x 2.22m)
- Footprint: 12.5'w x 8.3'd x 9.7'h (3.81m x 2.55m x 2.97m)
- Includes:
  - 4 active stereo projectors (1920x1200)
  - Laser light source: stable color, no lamp changes
  - Free-standing structure
  - Projection floor surface
  - Custom projector positioners
  - Active stereo and 10 pairs of glasses
  - Video, projector control, projector sync, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- TrackPack4 system (4 cameras)
- Tracked head, tracked wand (controller)



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" rack and all cabling
- Control console stand with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- Surround speakers: 5 satellite and subwoofer (5.1)
- Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube

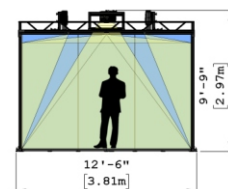
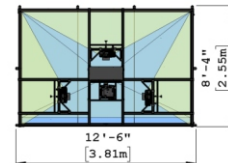
## Key Features:

- **High performance** front projected **CAVE** VR system
- **Ultra compact footprint:** fits into very small spaces
- Free-standing: can be placed anywhere in a room
- Multi-screen Immersion: 3 walls and a floor
- Extra large **12' wide** front wall allows more viewers
- **1920x1200 resolution**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- Custom configurations available



## Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



## Other VisCube Models

VisCube M4-6K: 14' wide, **6144x3240**  
 VisCube C4-4KU: 12' wide, **3840x2400**  
 VisCube C4-T2X: 10' wide, **4096x4096**  
 VisCube C4-T3X: 13' wide, **6000x4096**  
 VisCube LED: **bright, seamless, scalable**

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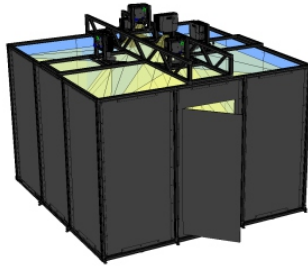
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# VisCube M5™

## CAVE Immersive 3D Display

visbox



The **VisCube M5™** is a **low cost, high performance** front projected CAVE immersive virtual reality system. **The VisCube M5 adds a back wall to the M4 for 360 immersion and a door for egress.** The VisCube M5-W is a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation.

**The VisCube M5 is ultra compact.** It can be installed in very small spaces. The **VisCube M5** makes use of high quality ultra-short throw optics. The result is excellent image quality. Users do not cast a shadow until they are within an arm's length from the screen. Getting any closer is not very useful, the system provides the same experience as rear projection.

## VisCube M5 Datasheet



### System Specifications for VisCube M5

- Resolution: 1920x1200 walls  
1920x1920 floor
- Screen size: 140" x 87.5" walls (3.56m x 2.22m)  
140" x 140" floor (3.56m x 3.56m)
- Footprint: 12.5'w x 12.5'd x 10.8'h (3.81m x 3.81m x 3.26m)
- Includes:
  - 6 active stereo projectors (1920x1200)
  - Laser light source: stable color, no lamp changes
  - Free-standing structure
  - Projection floor surface
  - Custom projector positioners
  - Active stereo and 10 pairs of glasses
  - Video, projector control, projector sync, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- TrackPack4 system (4 cameras)
- Tracked head, tracked wand (controller)



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" rack and all cabling
- Control console stand with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- Surround speakers: 5 satellite and subwoofer (5.1)
- Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube

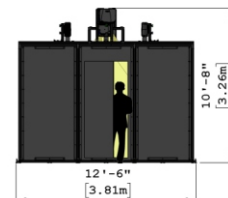
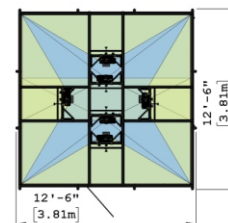
## Key Features:

- **High performance** front projected **CAVE** VR system
- **Ultra compact footprint:** fits into very small spaces
- Free-standing: can be placed anywhere in a room
- Multi-screen Immersion: 4 walls and floor
- Extra large **12' wide** walls allow for more viewers
- **1920x1200 resolution**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- Custom configurations available



## Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



## Other VisCube Models

VisCube M4-6K: 14' wide, **6144x3240**  
 VisCube C4-4KU: 12' wide, **3840x2400**  
 VisCube C4-T2X: 10' wide, **4096x4096**  
 VisCube C4-T3X: 13' wide, **6000x4096**  
 VisCube LED: **bright, seamless, scalable**

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# VisCube M4-6K™

## CAVE Immersive 3D Display

visbox



The **VisCube M4-6K™** is a **high resolution, high performance** front projected CAVE immersive virtual reality system. The VisCube M4-6K is a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation.

The **VisCube M4-6K** is **ultra compact**. It can be installed in small spaces.

The **VisCube M4-6K** makes use of high quality ultra-short throw optics. The result is excellent image quality. Users do not cast a shadow until they are within an arm's length from the screen. Getting any closer is not very useful, the system provides the same experience as a rear projected CAVE.

## VisCube M4-6K Datasheet



### System Specifications

- Resolution: 6144x3240 front wall, floor  
4608x3240 side walls
- Screen size: 170" x 90" front wall, floor (4.32m x 2.29m)  
128" x 90" side walls (3.25m x 2.29m)
- Footprint: 14.5'w x 11.1'd x 11.8'h (4.42m x 3.37m x 3.56m)

### Includes:

- 4 active stereo 6K projectors (6144x3240)
- Laser light source: stable color, no lamp changes
- Free-standing structure
- Projection floor surface
- Custom projector positioners
- Active stereo and 10 pairs of glasses
- Video, projector control, projector sync, and power cabling
- Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- TrackPack4 system (4 cameras)
- Tracked head, tracked wand (controller)



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" rack and all cabling
- Control console stand with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- Surround speakers: 5 satellite and subwoofer (5.1)
- Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube



### Option: DEP (dual eyepoint)

- 240hz display allowing for two separate 3D viewpoints
- Resolution decreases to 4K (4096x2160) per surface when enabled

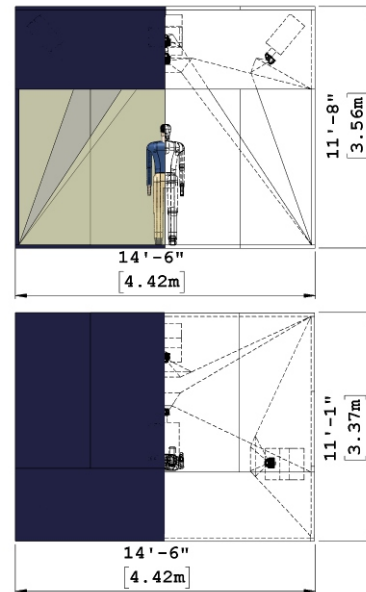
## Key Features:

- **High resolution** front projected **CAVE** VR system
- **Ultra compact footprint:** fits into very small spaces
- Free-standing: can be placed anywhere in a room
- Multi-screen Immersion: 3 walls and a floor
- Extra large **14' wide** front wall allows more viewers
- **6K (6144x3240) resolution projectors**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- **DEP:** 240hz allowing 2 separate 3D viewpoints
- Custom configurations available



## Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



## Other VisCube Models

VisCube M4, M5: 12' wide, 1920x1200  
 VisCube C4-4KU: 12' wide, **3840x2400**  
 VisCube C4-T2: 10' wide, **4096x4096**  
 VisCube C4-T3X: 13' wide, **6000x4096**  
 VisCube LED: **bright, seamless, scalable**

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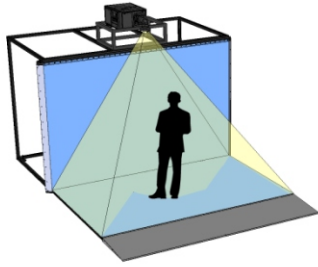
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# VisCube C2-4KU™

## CAVE Immersive 3D Display

visbox



The **VisCube C2-4KU™** is a high resolution immersive virtual reality system. It features a rear-projection wall and a front projected floor. The 12' wide front wall and floor allow more viewers in the space than a standard 10' wide configuration. The VisCube C2-4KU is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C2-4KU features a **laser light source**, providing stable color and eliminating lamp changes. The VisCube C2-4KU is similar in layout to the popular VisCube C2 except with almost 4 times the resolution.

## VisCube C2-4KU Datasheet



### System Specifications

- Resolution: 3840x2400 per surface
  - Screens: walls and floor
  - Screen size: 144" w x 90" h per surface (3.66m x 2.29m)
  - Footprint: 12.0' w x 17' d x 10.5' h (3.66m x 5.14m x 3.13m)
- Includes:
- 2 active stereo 4K UHD projectors (3840x2400, 15k lumens)
  - Laser light source: stable color, no lamp changes
  - Free-standing aluminum structure with front-surface mirrors
  - Raised floor surface
  - Custom projector positioners
  - Active stereo and 10 pairs of shutter glasses
  - Video, projector control, projector sync, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- ARTTRACK5 system (4 high resolution cameras)
- Tracked head, tracked wand



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" APC rack and all cabling
- Control console with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- 5.1 Surround speakers: 5 satellite, subwoofer
- 5.1 Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube

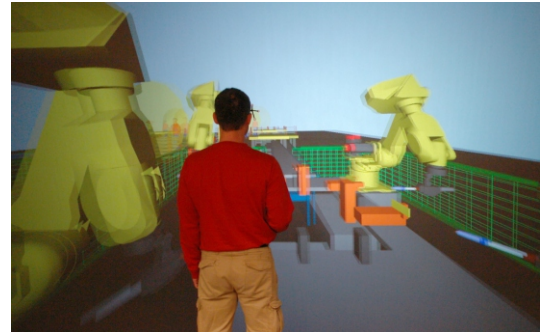


### Option: DEP (dual eyepoint)

- 240hz display allowing for two separate 3D viewpoints
- Resolution decreases to 2560x1600 per surface when enabled

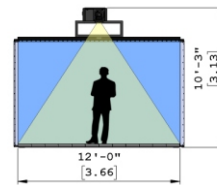
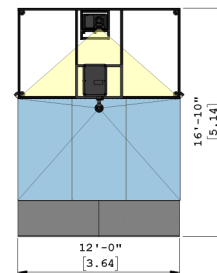
### Key Features:

- High resolution CAVE VR system
- Multi-screen Immersion: wall and floor
- Large **12' wide** front wall allows more viewers
- **4K UHD (3840x2400) resolution**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- **DEP option:** 240hz allowing 2 separate 3D viewpoints
- Custom configurations available



### Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



### Other VisCube Models

VisCube M4, M5: 12' wide, 1920x1200

VisCube M4-6K: 14' wide, **6144x3240**

VisCube C4-T2X: 10' wide, **4096x4096**

VisCube C4-T3X: 13' wide, **6000x4096**

VisCube LED: **bright, seamless, scalable**

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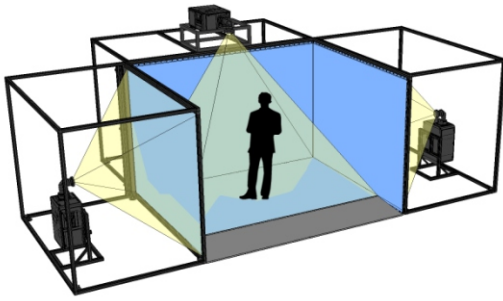
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# VisCube C4-4KU™

## CAVE Immersive 3D Display



The **VisCube C4-4KU™** is a high resolution CAVE immersive virtual reality system. It features rear-projection walls and a front projected floor. The 12' wide front wall and floor allow more viewers in the space than a standard 10' wide CAVE configuration. The VisCube C4-4KU is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C4-4KU features a **laser light source**, providing stable color and eliminating lamp changes. The VisCube C4-4KU is similar in layout to the popular VisCube C4 except with almost 4 times the resolution.

## VisCube C4-4KU Datasheet



### System Specifications

- Resolution: 3840x2400 front wall, floor  
3200x2400 side walls
- Screens: 3 walls + 1 floor
- Screen size: 144" w x 90" h front wall, floor (3.66m x 2.29m)  
120" w x 90" h side walls (3.05m x 2.29m)
- Footprint: 25.5' w x 17' d x 10.5' h (7.73m x 5.15m x 3.13m)
- Includes:
  - 4 active stereo 4K UHD projectors (3840x2400, 15k lumens)
  - Laser light source: stable color, no lamp changes
  - Free-standing aluminum structure with front-surface mirrors
  - Raised floor surface
  - Custom projector positioners
  - Active stereo and 10 pairs of shutter glasses
  - Video, projector control, projector sync, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- ARTTRACK5 system (4 high resolution cameras)
- Tracked head, tracked wand



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" APC rack and all cabling
- Control console with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- 5.1 Surround speakers: 5 satellite, subwoofer
- 5.1 Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube



### Option: DEP (dual eyepoint)

- 240hz display allowing for two separate 3D viewpoints
- Resolution decreases to 2560x1600 per surface when enabled

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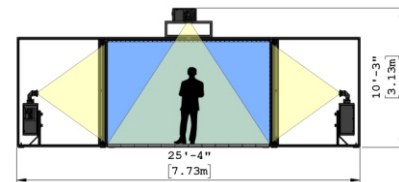
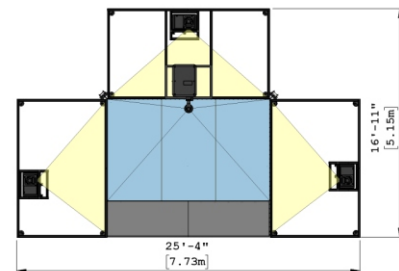
## Key Features:

- High resolution CAVE VR system
- Multi-screen Immersion: 3 walls and a floor
- Large **12' wide** front wall allows more viewers
- **4K UHD (3840x2400) resolution**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- **DEP option:** 240hz allowing 2 separate 3D viewpoints
- Custom configurations available



## Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



## Other VisCube Models

VisCube M4, M5: 12' wide, 1920x1200

VisCube M4-6K: 14' wide, **6144x3240**

VisCube C4-T2X: 10' wide, **4096x4096**

VisCube C4-T3X: 13' wide, **6000x4096**

VisCube LED: **bright, seamless, scalable**

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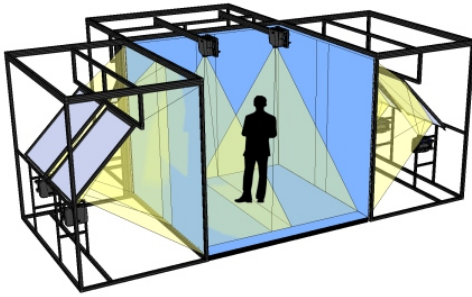
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# VisCube C4-T2X™

## CAVE Immersive 3D Display

visbox



The **VisCube C4-T2X™** is a **tall and high-resolution** CAVE immersive virtual reality system. It features three 10' x 10' rear-projection walls and a front projected floor. The VisCube C4-T2X is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The **VisCube C4-T2X** is **compact and can be installed in small spaces**. It requires 11' of ceiling height.

## VisCube C4-T2X Datasheet



### System Specifications

- Resolution: 4096x4096 per screen
  - Screens: 3 walls + 1 floor
  - Screen size: 120" w x 120" h (3.05m x 3.05m)
  - Footprint: 24.5' w x 17' d x 11' h (7.17m x 5.17m x 3.35m)
- Includes:
- 8 active stereo projectors (4096x2160)
  - Laser light source: stable color, no lamp changes
  - Digital edge blending
  - Free-standing aluminum structure with front-surface mirrors
  - Raised floor surface, custom projector positioners
  - Active stereo and 10 pairs of glasses
  - Video, projector control, projector sync, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- ARTTRACK5 system (4 high resolution cameras)
- Tracked head, tracked wand (controller)



NVIDIA

### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" APC rack and all cabling
- Control console with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- 5.1 Surround speakers: 5 satellite, subwoofer
- 5.1 Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube



### Option: Dual-View

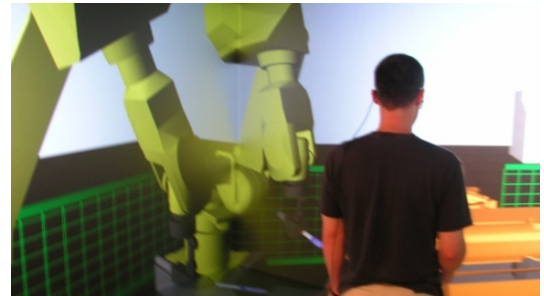
- Special 3D glasses (240hz) to allow for 2 separate 3D views

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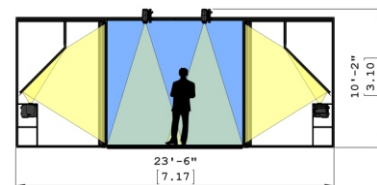
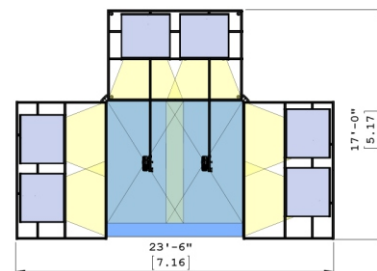
### Key Features:

- **Tall and high resolution** CAVE VR system
- **Compact footprint** fits into small spaces
- Multi-screen Immersion: 3 walls and a floor
- **Large 10'x10' screens**
- **4096x4096 resolution per surface**
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- High framerate (240hz) **dual-view** (2 separate 3D views)
- Custom configurations available



### Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



### Other VisCube Models

VisCube M4, M5: 12' wide, 1920x1200

VisCube M4-6K: 14' wide, **6144x3240**

VisCube C4-4KU: 12' wide, **3840x2400**

VisCube C4-T3X: 13' wide, **6000x4096**

VisCube LED: **bright, seamless, scalable**

### Contact Us:

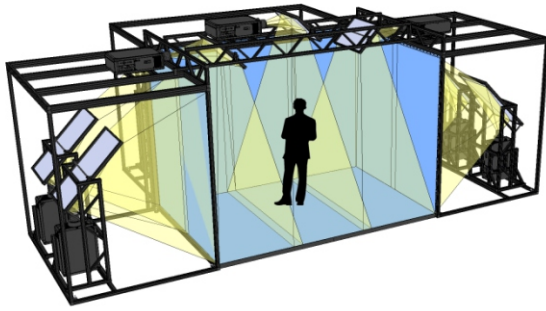
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# VisCube C4-T3X™

## CAVE Immersive 3D Display

visbox



The **VisCube C4-T3X™** is a **extreme resolution** CAVE immersive virtual reality system. It features rear-projection walls and a front projected floor. The 13' wide front wall and floor allow more viewers in the space than a standard 10' wide CAVE configuration. The VisCube C4-T3X is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C4-T3X features projectors with a **laser light source**, providing stable color and eliminating lamp replacements.

## VisCube C4-T3X Datasheet



### System Specifications

- Resolution: 6000x4096 front wall  
4096x4096 side walls
- Screens: 3 walls + 1 floor
- Screen size: 158" w x 108" h front wall (4.01m x 2.74m)  
108" w x 108" h side walls (2.74m x 2.74m)
- Footprint: 28' w x 16.7' d x 11.7' h (8.54m x 5.07m x 3.73m)

#### Includes:

- 10 active stereo 4K projectors (4096x2160 each)
- Laser light source: stable color, no lamp changes
- Digital edge blending
- Free-standing aluminum structure with front-surface mirrors
- Raised floor surface
- Custom projector positioners
- Active stereo and 10 pairs of glasses
- Video, projector control, projector sync, and power cabling
- Installed and calibrated on-site by Visbox, Inc.



### A.R.T. Optical Tracking

- ARTTRACK5 system (4 high resolution cameras)
- Tracked head, tracked wand (controller)



### Image Generator

- Graphics workstation cluster with NVIDIA Quadro graphics
- 19" APC rack and all cabling
- Control console with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- 5.1 Surround speakers: 5 satellite, subwoofer
- 5.1 Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube



### Option: Dual-View

- Special 3D glasses (240hz) to allow for 2 separate 3D viewpoints

Information in this brochure is subject to change without any notice. For up-to-date information and to learn more about Visbox, Inc.'s various products and services, please visit our website at:

[www.visbox.com](http://www.visbox.com)

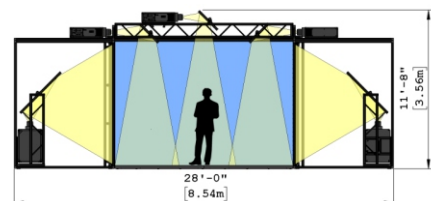
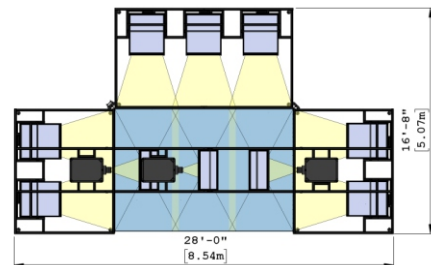
## Key Features:

- **Extreme resolution CAVE** VR system
- **Small footprint:** fits into existing spaces
- Multi-screen Immersion: 3 walls and a floor
- Extra large **13.2' wide** front wall allows more viewers
- **6000x4096 resolution** front wall and floor
- **Laser light source:** stable color, no lamp changes
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- High framerate (240hz) for dual-view (2 separate 3D views)
- Custom configurations available



## Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



## Other VisCube Models

VisCube M4, M5: 12' wide, 1920x1200

VisCube M4-6K: 14' wide, **6144x3240**

VisCube C4-4KU: 12' wide, **3840x2400**

VisCube C4-T2X: 10' wide, **4096x4096**

VisCube LED: **bright, seamless, scalable**

## Contact Us:

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St. Joseph, IL 61873 USA

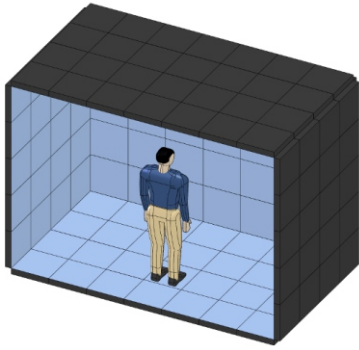
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1-217-469-2020



# VisCube LED™

## CAVE Immersive 3D Display

visbox



The **VisCube LED™** is an **extreme brightness** CAVE immersive virtual reality system. It can be used in a well lit room. It features rugged DirectView LED tiles allowing for scalable resolution and many possible display configurations. The VisCube LED is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube LED features DirectView LED tiles, providing **extreme brightness, scalability, durability, and minimal maintenance.**

Many configurations are possible.

## VisCube LED Datasheet



### System Specifications

- Screens: scalable, many possible configurations
  - Resolution: 400x400 per tile, 1.25mm pixels
  - Brightness: 1500 nits per tile
  - Size: tiles are 500mm x 500mm
  - Rugged: embedded in epoxy, walkable, washable
  - Common cathode technology: lower power, less heat
- Includes:
- DirectView LED tiles
  - Sendboxes to send video from Image Generator to tiles
  - Free-standing structure
  - Active Stereo and 10 pairs of shutter glasses
  - Video, control, and power cabling
  - Installed and calibrated on-site by Visbox, Inc.



**NOTE: The drawings on the right show thin lines to illustrate the tiles. The display is completely seamless!**



### A.R.T. Optical Tracking

- ARTTRACK5 system (4 high resolution cameras)
- Tracked head, tracked wand (controller)



### Image Generator

- Graphics workstation with NVIDIA Quadro graphics
- 19" rack and all cabling
- Control console stand with monitor/keyboard/mouse
- Software demos, applications, and development libraries



### Sound System

- Soundbar and subwoofer



### Option: Surround Sound System

- Surround speakers: 5 satellite and subwoofer (5.1)
- Surround system processor/amplifier



### Option: MiddleVR for Unity

- Run Unity applications in the VisCube



### Option: Dual-view

- Special 3D glasses (240hz) for 2 separate 3D viewpoints

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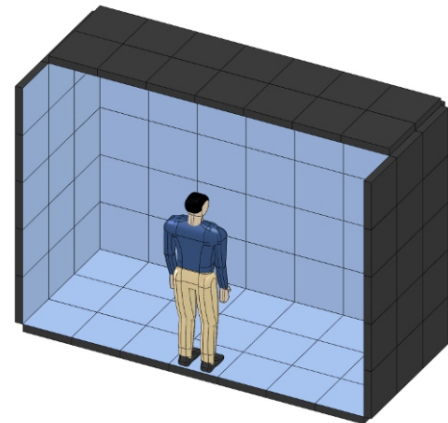
### Key Features:

- **Extreme brightness** CAVE VR system
- **High pixel density:** 1.25mm pixels
- **Small footprint:** fits into existing spaces
- Multi-screen immersion: modular, scalable
- **Scalable resolution:** tiles are 500mm x 500mm
- **DirectView LED:** extreme brightness, seamless
- **Rugged:** durable, minimal maintenance
- **Common cathode technology:** lower power, less heat
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- High framerate (240hz) for **dual-view** (2 3D viewpoints)
- Many configurations available



### Multi-Screen Applications

The VisCube provides a high level of immersion using multiple life-size 3D display surfaces surrounding the user. With the addition of head tracking, virtual objects appear at human scale and users can manipulate their perspective with natural head movements. This ability to look in, out, and around virtual objects enhances the ability to visualize many types of data.



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VisCube C4-T3X: 13' wide, **6000x4096**

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