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: 2560x1600 front wall, floor 1720x1600 side walls
- Screen size: 140” x 87.5” front wall, floor 94” x 87.5” side walls
- Footprint: 12.5’w x 8.3’d x 9.7’h

**Includes:**
- 4 active stereo projectors (2560x1600)
- 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

### 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 C1, C2, C4: 12’ wide, 2560x1600
- VisCube C4-4K: 14.25’ wide, **4096x2160**
- VisCube C4-T2: 10’ wide, 2840x2560
- VisCube C4-T3: 12’ wide, **4096x2560**
- VisCube C4-T3X: 13’ wide, 6000x4096

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[www.visbox.com](http://www.visbox.com)
The VisCube M5-W™ is a low cost, high performance front projected CAVE immersive virtual reality system. The VisCube M5-W 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-W is ultra compact. It can be installed in very small spaces. The VisCube M5-W 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-W Datasheet

- **System Specifications for VisCube M5-W**
  - Resolution: 2560x1600 walls 2560x2560 floor
  - Screen size: 140” x 87.5” walls 140” x 140” floor
  - Footprint: 12.5’w x 12.5’d x 10.8’h
  - Includes:
    - 6 active stereo projectors (2560x1600)
    - 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
- 2560x1600 resolution
- 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 C1, C2, C4: 12’ wide, 2560x1600
- VisCube C4-4K: 14.25’ wide, 4096x2160
- VisCube C4-T2: 10’ wide, 2840x2560
- VisCube C4-T3: 12’ wide, 4096x2560
- VisCube C4-T3X: 13’ wide, 6000x4096

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VisCube M5-C™
CAVE Immersive 3D Display

The VisCube M5-C™ is a low cost, high performance front projected CAVE immersive virtual reality system. The VisCube M5-C adds a ceiling for enhanced vertical viewing. The VisCube M5-W is a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation.

The VisCube M5-C is ultra compact. It can be installed in very small spaces. The VisCube M5-C 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-C Datasheet

**System Specifications for VisCube M5-W**
- Resolution: 2560x1730 front
  2560x1600 floor, ceiling
  1620x1730 side walls
- Screen size: 152” x 103” front
  152” x 95” floor, ceiling
  96” x 103” side walls
- Footprint: 13.5’w x 10.8’d x 10.5’h
Includes:
- 5 active stereo projectors (2560x1600)
- 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.

**ART**
- 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, floor, and ceiling!
- Extra large 12’ wide walls allow for more viewers
- 2560x1600 resolution
- 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 C1, C2, C4: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3: 12’ wide, 4096x2560
VisCube C4-T3X: 13’ wide, 6000x4096

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The VisCube C1™ and VisCube C2™ are low cost subsystems of the VisCube C4 CAVE immersive virtual reality system. The VisCube C1 features a large rear-projection wall. The VisCube C2 features a large rear-projection wall and a front projected floor. These systems are configured as turn-key immersive virtual reality systems, complete with a tracking system and graphics workstation. See options below.

The VisCube C1 and VisCube C2 can be installed in existing spaces. The systems fit within standard office 9’ ceiling heights. This eliminates time-consuming and costly room modifications.

**VisCube C1, C2 Datasheet**

- **System Specifications**
  - Resolution: 2560x1600 per surface
  - Screens: wall (C1) or wall and floor (C2)
  - Screen size: 144”w x 90”h per surface
  - Footprint:
    - C1: 12’w x 6’d x 9’h (approx)
    - C2: 12’w x 16’d x 9’h (approx)
  - Includes:
    - 1 or 2 active stereo projectors (2560x1600)
    - 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**
  - 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: MiddleVR for Unity**
  - Run Unity applications in the VisCube

**Key Features:**
- **Low cost** subsystems of the VisCube C4 (CAVE)
- **Small footprint**: fits into existing spaces
- One wall or one wall with floor
- Extra large 12’ wide front wall
- 2560x1600 resolution
- 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, M5: 12’ wide, 2560x1600
- VisCube C4: 12’ wide, 2560x1600
- VisCube C4-4K: 14.25’ wide, 4096x2160
- VisCube C4-T2: 10’ wide, 2840x2560
- VisCube C4-T3: 12’ wide, 4096x2560
- VisCube C4-T3X: 13’ wide, 6000x4096

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The **VisCube C4™** is an **affordable high performance** 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 is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C4 can be installed in existing spaces. The system fits within **standard office 9’ ceiling heights**. This eliminates time-consuming and costly room modifications.

**VisCube C4 Datasheet**

**System Specifications**
- Resolution: 2560x1600 front wall, floor
- 2133x1600 side walls
- Screens: 3 walls + 1 floor
- Screen size: 144”w x 90’h front wall, floor
  120”w x 90’h side walls
- Footprint: 24’w x 16.5’d x 9’h (approx)
- Includes:
  - 4 active stereo projectors (2560x1600)
  - 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**
- TrackPack4 system (4 cameras)
- Tracked head, tracked wand (controller)

**Image Generator**
- Graphics workstation with NVIDIA Quadro graphics
- 19” APC 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**
- 5.1 Surround speakers: 5 satellite, subwoofer
- 5.1 Surround system processor/amplifier

**Option: MiddleVR for Unity**
- Run Unity applications in the VisCube

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**Key Features:**
- Affordable high performance CAVE VR system
- Small footprint: fits into existing spaces
- Multi-screen Immersion: 3 walls and a floor
- Extra large 12’ wide front wall allows more viewers
- 2560x1600 resolution projectors
- Multi-use: mono, stereo 3D, tracked stereo 3D (VR)
- Custom configurations available

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**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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**Other VisCube Models**
VisCube M4, M5: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3: 12’ wide, 4096x2560
VisCube C4-T3X: 13’ wide, 6000x4096

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The VisCube C1-4K™ and VisCube C2-4K™ are subsystems of the high resolution VisCube C4-4K CAVE immersive virtual reality system. The VisCube C1-4K features a large rear-projection wall. The VisCube C2-4K features a large rear-projection wall and a floor projection. These systems are configured as a turn-key immersive virtual reality systems, complete with a tracking system and graphics workstation.

The VisCube C1-4K and VisCube C2-4K feature projectors with a laser light source, providing stable color and eliminating lamp changes. The VisCube C1-4K and VisCube C2-4K are similar in layout to the popular VisCube C1 and C2 except with almost 4 times the resolution.

VisCube C1-4K, C2-4K Datasheet

System Specifications
- Resolution: 4096x2160 per surface
- Screens: wall (C1-4K) or wall and floor (C2-4K)
- Screen size: 171”w x 90”h per surface
- Footprint:
  - C1-4K: 14.3’w x 8.5’d x 9.5’h (approx)
  - C2-4K: 14.3’w x 18.5’d x 10.3’h (approx)
- Includes:
  - 1 or 2 active stereo 4K projectors (4096x2160)
  - 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
- ARTTRACKS system (4 high resolution cameras)
- Tracked head, tracked wand (controller)

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

Sound System
- Soundbar and subwoofer

Option: MiddleVR for Unity
- Run Unity applications in the VisCube

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, 2560x1600
VisCube C1, C2, C4: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3: 12’ wide, 4096x2560
VisCube C4-T3X: 12’ wide, 6000x4096

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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

- Resolution: 3840x2400 front wall, floor
  3200x2400 side walls
- Screens: 3 walls + 1 floor
- Screen size: 144"w x 90"h front wall, floor
  120"w x 90"h side walls
- Footprint: 25.5’w x 17’d x 10.5’h (approx)

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
- ARTTRACKS 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: 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, 2560x1600
VisCube C4, C2, C4: 12’ wide, 2560x1600
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3: 12’ wide, 4096x2560
VisCube C4-T3X: 13’ wide, 6000x4096

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VisCube C4-T2™
CAVE Immersive 3D Display

The VisCube C4-T2™ is a tall and high-resolution CAVE immersive virtual reality system. It features three 10’ x 9’ rear-projection walls and a front projected floor. The VisCube C4-T2 is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C4-T2 is compact and can be installed in small spaces. It requires 10.5’ of ceiling height.

VisCube C4-T2 Datasheet

System Specifications
- Resolution: 2840x2560 per screen
- Screens: 3 walls + 1 floor
- Screen size: 120”w x 108”h
- Footprint: 24.5’w x 17’d x 10.5’h (approx)
Includes:
- 8 active stereo projectors (2560x1600)
- 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
- ARTTRACKS system (4 high resolution cameras)
- Tracked head, tracked wand (controller)

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

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, 2560x1600
VisCube C1, C2, C4: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T3: 12’ wide, 4096x2560
VisCube C4-T3X: 13’ wide, 6000x4096

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The VisCube C4-T3™ 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-T3 is configured as a turn-key immersive virtual reality system, complete with a tracking system and graphics workstation. See datasheet below.

The VisCube C4-T3 can be installed in existing spaces. The system fits within standard office 9' ceiling heights. This eliminates time-consuming and costly room modifications.

VisCube C4-T3 Datasheet

System Specifications
- Resolution: 4096x2560 front wall
- 2880x2560 side walls
- Screens: 3 walls + 1 floor
- Screen size: 144”w x 90”h front wall
- 101”w x 90”h side walls
- Footprint: 23.5’w x 14.5’d x 9’h (approx)

Includes:
- 10 active stereo projectors (2560x1600 each)
- 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
- ARTTRACKS system (4 high resolution cameras)
- Tracked head, tracked wand (controller)

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

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, 2560x1600
VisCube C1, C2, C4: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3X: 13’ wide, 5992x4096

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VisCube C4-T3X™
CAVE Immersive 3D Display

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
  108”w x 108”h side walls
- Footprint: 28’w x 16.7’d x 11.7’h (approx)
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 (4.1)

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

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, 2560x1600
VisCube C1, C2, C4: 12’ wide, 2560x1600
VisCube C4-4K: 14.25’ wide, 4096x2160
VisCube C4-T2: 10’ wide, 2840x2560
VisCube C4-T3: 12’ wide, 4096x2560

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