

VR DEVELOPMENT LAB

Educational Virtual Reality Authoring Studio

GREAT TOOL FOR:

- *Online & Offline Education*
- *Curriculum Development*
- *Game Design*
- *Visualization*
- *VR Tour Walkthroughs*
- *Enviromental & Spatial Technologies*
- *Virtual Field Trips*

The future of education placed in the hands of your students... virtually.

A POWERFUL TOOL FOR STUDENTS

Visualize the classroom of the future, where students from around the world learn by sharing and creating a virtual educational environment. Utilizing technology, students will explore places that they have only imagined, communicating and interacting with other students to support their journey and exploration. Prior to the Virtual Reality Development Lab (VRDL), the virtual experience has been unobtainable and unsynchronized with modern educational initiatives. With the release of VRDL, not only is the virtual experience available to students - but they can create it themselves! VRDL is the fusion of cutting-edge virtual technology with the commitment to exceptional and thought-provoking education.



GROUND BREAKING

Education research indicates that traditional, lecture-based learning does not adequately develop the technological or problem-solving skill set that the modern student necessitates. VRDL was created to respond to this challenge and modern student apathy, by incorporating the most modern virtual reality technology on the market with educational environments and paradigms. In kids speak, it's "cool", to educators, it's "ground-breaking", developing skills and interests for a lifetime of learning.

"... an innovative, engaging, and exciting virtual reality system developed by Digital Tech Frontier ... makes virtual reality (creation and exploration) available in the classroom, offering endless possibilities for the future of education."

*-Tim Stephenson
National Project
Director
East Initiative*



COLLABORATIVE LEARNING

VRDL provides students with all of the tools that they need to produce their own virtual experiences, presentations, and tours. This includes hardware, software, and instructional manuals needed to move each project from brainstorming and planning through completion. *Note: imagination, creativity, and inspiration to be supplied by students.*

VRDL creates a forum for students to learn, plan, and work collectively in a group setting. The instructor or facilitator guides students in developing subject areas, guidelines, timelines and goals. Students create their virtual tour within the parameters of the instruction and incorporate research and fact-based learning. Class-based responsibilities often include researching information, gathering and creating media, and photographing key locations for the panoramic environment. Thus, VRDL creates an educational synergy of instructor, student, and group participation.

"...the East Initiative feels the DTF's virtual reality system provides the opportunity to expand EAST students' potential for engaging and sophisticated projects and would suggest that any EAST lab that wants to enhance its offerings consider this system as an option."

*-Tim Stephenson
National Project
Director
EAST Initiative*



FULL-IMMERSION EXPERIENCE

VRDL empowers students with the toolbox to develop virtual environments that are 3-dimensional and photo-realistic. By utilizing a lightweight head-mounted display, students experience a 360-degree environment that feels "real" to the senses. This head-mounted technology, coupled with a motion-sensing tracker, transports the students to a virtual environment of their creation and choosing. To date, VRDL has already fully developed full-immersion experiences for such educationally rich places such as Mesa Verde, Machu Picchu, and the Hoover Dam. Whether the students immerse themselves in these existing places, or create new places of their own, their experience will be engaging, exciting, and thought provoking.



1 CAPTURE

The process of creating virtual environments with VRDL is simple. Students can move through the experience individually or within a group. All supporting material and tutorials are included.

VRDL's diversity shines with the ability to adapt and integrate with a plethora of media types. Use the media resources and incorporate content into your virtual tours.

Hemispherical Photos / Stills



Use the camera and the fisheye lens to take 2 or 3 pictures of your surrounding environment. Take off the fisheye to capture stills of people or objects for slideshows and 3D objects.

Digital Video



Capture videos of friends, family, documentaries, reports, and interviews from the area.

VR 3D Objects



Use the camera to take several pictures around an object to create a rotating 3D object. Great for jewelry, artifacts, and statues.



Voice Overs / FX's/ Music

Create sound FX, voice overs, and music to add life to your tour.

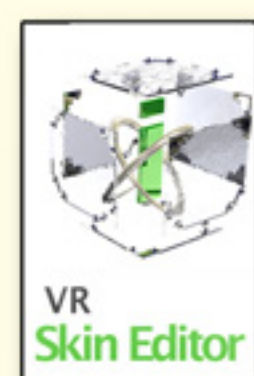
2 CREATE

Stitch Hemisphericals



Stitch together the fisheye images you took with the High-Res Digital Camera (included) to create one large panoramic image.

Create Custom Skin



Use Skin Editor to create a custom interface for your virtual tours or use a variety of already made backgrounds, buttons and skins.

3 PRESENT

Present your project in a multitude of mediums.

Add Interactive 2D and 3D Map



Create a graphic map with multiple layers of the area with a radar to help orient your viewer in the tour, and include clickable Hotspots to jump to any part of the Virtual Tour.

Virtual Reality / HMD & Cyber Glove

Present your project in the virtual world with head tracking and head mounted displays. Couple it with a laptop for a powerful and portable presentation tool.

Monitor / Mouse



Present your ideas on a laptop or any desktop system available to you. Versatility and cross compatibility are some of VRDL's strongest features.

Create Tour and Publish



Use Show to bring all the elements that you captured and created together. Convert your Stitched pictures into 360° panoramas. Add your sound and video, and create your VR Objects. Produce online and offline tours in Flash, Java, Quicktime or e-mail ready exe.

Large Screen Projection / Smart Board



Showcase your projects on a large - format medium to create impact and a lasting impression. Use a smart board to interact with your tour.

World Wide Web / Custom Portal

Post your work on the world wide web to share with other schools, students, and facilitators. Projects can be viewed at anytime by anyone.



VR Studio - Lite

\$7,750

Laptop Computer
VR Cyber-Glove Interface Device
360° 8mm Fisheye Camera Lens
360° Lens Adapter
360° Incremental Rotator
Tripod 3 Axis Leveler
Camera Tripod
High Resolution Pro Digital Camera
Camera Battery Charger
1 GB Smart Card Flash Memory
Smart Card Reader (USB)
Weatherproof Consolidation Case
Comprehensive 200 Page Instructional Manual

VR Stitcher Software
VR Skin Editor Software
VR Floor Plan Software
VR Show Software
VR Sampler Software

Machu Picchu - Virtual Vacations™
Mesa Verde - Virtual Vacations™
Hoover Dam - Virtual Vacations™



VR Studio - Upgrade 1

\$1,190

All Software Is Preinstalled And Registered
Laptop Fits Inside VRDL Studio Case
Intel Core 2 Duo Processor
14.1" WXGA TFT
3 GB DDR-SDRAM (DDR@-667, 2GB + 1 GB)
Wireless LAN (802.11 a/b/g/n)
MOTION EYE Camera
Bluetooth Technology
Integrated Biometric FingerPrint Sensor
250 GB Hard Disk Drive
DVD+R DL_DVD+-RW_DVD-RAM Drive
Standard Capacity Lithium-ion Battery (BPS9IS)
Microsoft Windows Vista extra space need to be deleted



VR Studio - Upgrade 2

\$1,695

This Laptop Is Both A Touch Screen And A Tablet PC
All Software Is Preinstalled And Registered
This System Also Fits Inside The VRDL Studio Case
13 Inch XGA Display 3.2 lbs
1.2GHz Processor
512Mb Of SdRAM And 40GB HDD
Gigabit Ethernet
802.11 a/b/g And Optionl Bluetooth



Presentation Option 1

\$1,995

VR Head Mounted Display Glasses
HMD Spacial Tracking Device
VR Player Software For Quicktime



Video Training Package

\$495

Includes

- Introduction To Virtual Tours
- Panoramas
- Slide Shows And Photo Albums
- Video, Help Files, And Company
- Maps/Floorplans And Hotspots
- Publishing A Virtual Tour
- Using the Hosting Service And Tools
- VR Objects Spinning Objects



Software Site License & Personal Portal

Access to portal and posting of VR tours
Use of online Sticher, Show, Skin and Floorplan cloud engine

**No Cost
\$2,500**

Virtual Reality Development Lab
COST

1.888.587.7529

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www.WeCanTakeYouThere.com

Virtual Reality Development Lab

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PHOENIX

MAY 23, 2003



Scott Jochim has combined learning and education with fun and entertainment with an educational reality system.

Staff photo by Michael Jewart

Technology gives edge to learning

By Georgann Yara
Staff Writer

A few years ago cancer patients thanked Scott Jochim for easing their pain. Physicians

reiterated those sentiments, as Jochim was able to bring a smile to suffering patients' faces. Not bad for someone who didn't spend a day

in medical school. In fact, the Ahwatukee Foothills resident left his triple-major schedule at more Jochim, see page A7

"The program's versatility and compatibility can be used in math or science classes as well, exercising logic and creativity muscles.

Students can use this to solve problems, learn spacial concepts, how to connect molecules, Newton's Law. This can be used in every discipline."

~Ahwatukee Foothills News

"Digital Tech Frontier, a company with a history of serving the entertainment industry and corporate America, launched the Virtual Reality Development Lab, which allows students to create and experience Virtual reality environments.

Students can create a virtual reality experience after visiting a place by using digital photography to create a 360° view of an area. Text, sound, and other multimedia elements can be added to create a VR experience using software."

~ The Business Journal



Michael Chow/The Arizona Republic

Scott Jochim, creative director for Digital Tech Frontier, holds a virtual reality head-mounted display that can take you on a virtual vacation.



JIM POULIN/THE BUSINESS JOURNAL

Digital Tech Frontier Chief Executive Scott Jochim hopes to take his company's Virtual Reality Development Lab, which allows students to create their own virtual reality experiences, to schools across Arizona within the next three years.