The Cube
Free, tickets required

12:00 Exploring Time and Place Through the Meuse-Argonne Battlefield
12:15 Exploring Time and Place Through the Meuse-Argonne Battlefield
12:30 Virtual Reality Tour of the Cube
12:45 Matrix Redux
1:00 Matrix Redux
1:15 Virtual Reality Tour of the Cube
1:30 Tornado
1:45 Tornado
2:00 Be the Data
2:15 Be the Data
2:30 Lane Stadium Evacuation Simulation
2:45 Lane Stadium Evacuation Simulation

Tickets may be picked up at the Box Office on ICAT Day. Contact Phyllis Newbill (pnewbill@vt.edu) for more information.

Unique in the world, the Cube is a four-story-high, state-of-the-art theatre and high tech laboratory that serves multiple platforms of creative practice by faculty, students, and national and international guest artists and researchers. The Cube is a highly adaptable space for research and experimentation in big data exploration, immersive environments, intimate performances, audio and visual installations, and experiential investigations of all types. This facility is shared between ICAT and the Center for the Arts at Virginia Tech.

Cube Team
Tanner Upthegrove, Media Engineer
Panagiotis Apostolellis Reza Tasooji
Mandi Nabiyouni Alex Heivilin
Run Yu Sean Meacham
Chris Wakeley Luke Gusukuma
Jarrett Delle Donne Bill Carstensen
Deba Saha J.T. Kerr

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Exploring time and place through the Meuse-Argonne Battlefield
This exhibit explores the ruins of a the French village of Montfaucon on the Meuse-Argonne battlefield of World War I to tell a small piece of the story of the experience of American soldiers during the battle as well as the effect of World War I on the community and countryside.

Todd Ogle, Technology-enhanced Learning and Online Strategies
Thomas Tucker, School of Visual Arts
David Hicks, School of Education

Virtual Reality Tour of the Cube
In this virtual reality (VR) experience, a participant wears an Oculus Rift head-mounted display to view information and exhibits explaining the technology and applications of the Cube. We developed this application so that we could compare the virtual Cube tour with the same tour in the real world.

Doug Bowman, Computer Science, Center for Human-Computer Interaction
Chris Wakeley, Computer Science
Jarrett Delle Donne, Computer Science

Matrix Redux: Mixed-Reality Environments for Multimodal Interactions in Large Physical Spaces and Places - the FutureHAUS case study
Navigate a mixed-reality environment where a virtual world is aligned and superimposed onto the physical space. Explore FutureHAUS, Virginia Tech’s house of the future, and interact with the virtual appliances and other virtual objects. Invent the future.

Denis Gracanin, Computer Science
Joseph Wheeler, School of Architecture + Design
John Richey, Psychology
Joseph Gabbard, Industrial and Systems Engineering

Lane Stadium Evacuation Simulation
This project’s goal is to find good ways to simulate and evaluate evacuation for Lane Stadium. Each agent (person) in the simulation has his or her own AI (artificial intelligence) to guide him or her through the stadium. This project stands at the cusp of VR evaluative studies and large-scale simulation.

Luke Gusukuma, Computer Science
Run Yu, Computer Science
Yong Cao, Boeing
Dane Webster, School of Visual Arts

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