# 3D Theater at University of Groningen
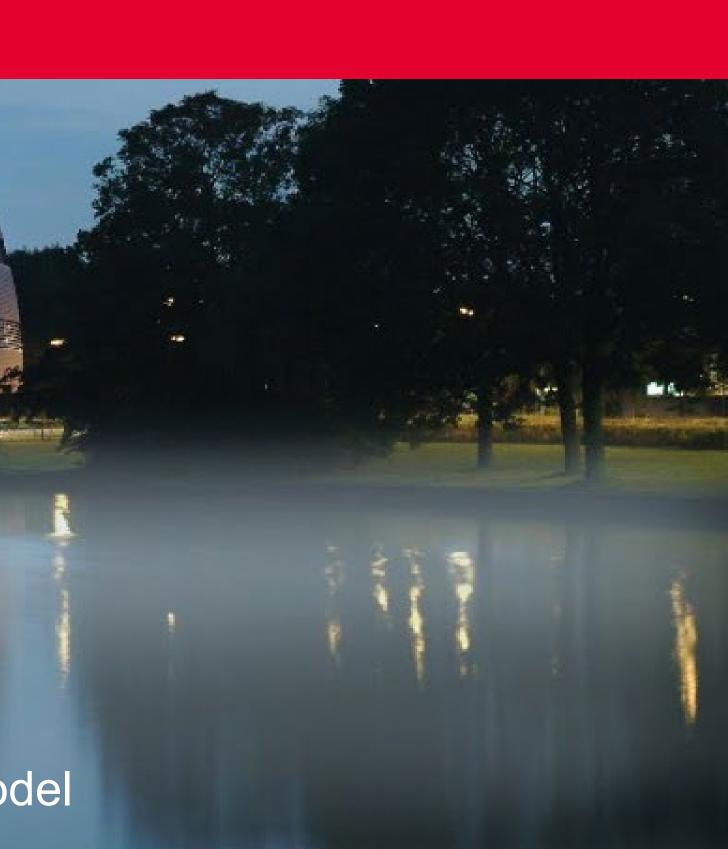
Gert-Jan Verheij

# Overview:

Shape building for 3D Theatre and Cave

Equipment Specs

Didactical use VR Apps and 3D Theater in new  model

# 3D Theater

- Curved
- Opening angle 135º
- 19 shits + 6 stands
- diameter 7.30 meters
- Pixels 4910 width by 1748 height
- 6 NH-12 Barco projectors 120Hz

- OSG Viewer (Own written viewer)
- Unreal ndisplay
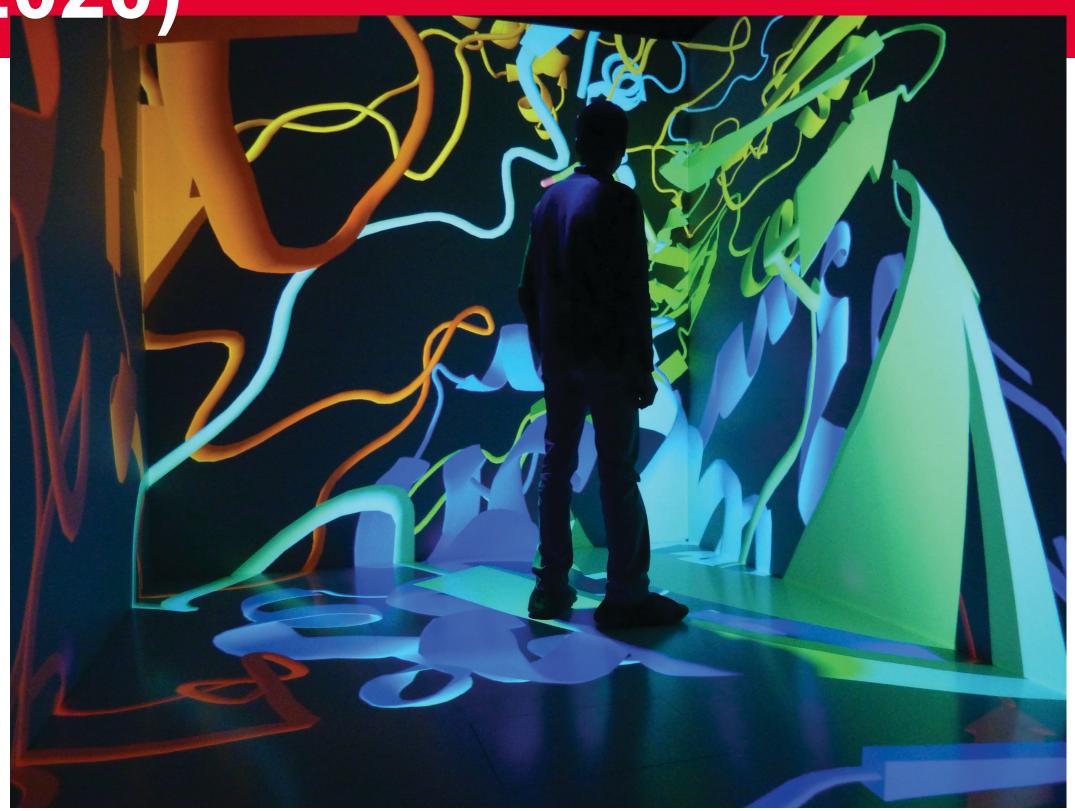- NVIDIA RTX™ 6000 Ada Generation
- 2x Datapath FX4HDR

# Cave (closed in 2020)

2,5 m3

3 walls and floor

Optical tracking

8 Barco projectors

OSG Viewer/ Linux cluster

# New didactical model for HMD and 3D Theather

Step 1: Develop a model on  a HMD

Step 2: Present your model to your peers students

# Rebuild your Archeological site

# Our Team visualisation

- Specialized in creating XR applications for research and education.

- Customized XR solutions for our researchers and educators.

- We use **Unreal Engine** for most of our applications.

- We develop for HTC Vive, Meta Quest pro/3 for Business, Zspace, Hololens2 and our 3d Theatre for 25 persons (19 sits and 6 stands).

- 3 developers, a Visual Artist and an Instrumentation Technologist/Project Manager/Lead

# Questions? Realitycenter@rug.nl

December 5th  10.30-14.00 XRHUB RUG