

Human Shell: Low-Cost, Localized Virtual Reality

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Idea:

Combine Kinect (\$150) & Cardboard (\$10)

1. Able to move your head.
2. Use hands to interact with objects in virtual space.
3. Control a 3D avatar in a multiplayer environment.

Goal:

Virtual multi-user sparring simulator



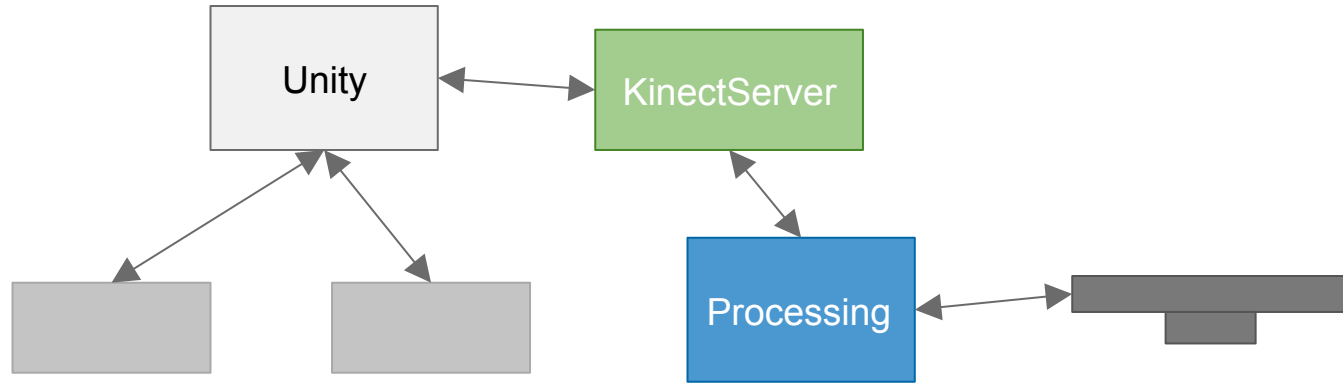
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Goal:

Virtual multi-user sparring simulator

1. No controls to learn.
2. Skills in game are translatable to real life.
3. Allows coordination over wide area.

Software Architecture



Demo



Extensions

1. Improve response time, performance.
2. Build avatar from a representation of person.
3. Use phone for haptic feedback.
4. Combine with work from CTC.

Timeline

1.19 Feb: multiplayer/multi-Kinect working.

2.26 Feb: game shell developed.

3.4 Mar: integrate RGB data from Kinect into character.