

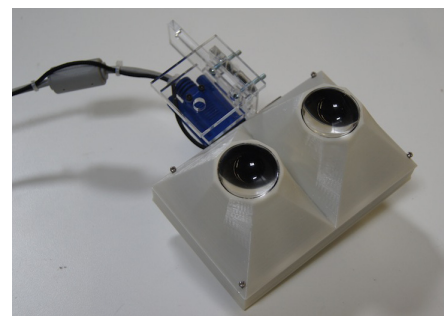
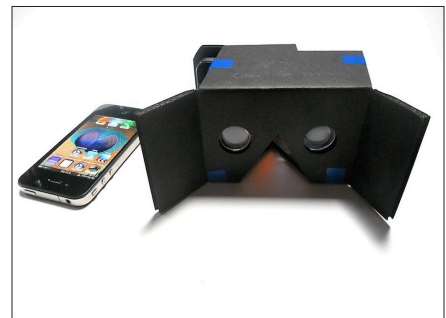
## Low-Cost Immersive Viewer

ICT Mixed-Reality Lab

The Mixed Reality Lab (MxR) at the USC Institute for Creative Technologies explores techniques and technologies to improve the fluency of human-computer interactions and create visceral synthetic experiences.

Mark Bolas, the MxR Lab's director is also a professor at the Interactive-Media Division at the USC School of Cinematic Arts. His research and prototypes focus on immersive systems for education, training and entertainment that incorporate both real and virtual elements. Projects push the boundaries of immersive experience design, through virtual reality and alternative controllers.

MxR's suite of low-cost immersive viewers, including the Socket HMD, the Socket Mobile (FOV2GO) and the iNVerse immersive reader, enables the creation of 3-D, immersive virtual and augmented reality experiences using smart phones and tablets. These low-cost, lightweight systems can be used to create portable virtual reality applications for training, education, health and fitness, entertainment and more. These software and hardware platforms are part of the open-source design philosophy that helped inform the design of the new Oculus Rift HMD.



At the University of Southern California Institute for Creative Technologies leaders in artificial intelligence, graphics, virtual reality and narrative advance low-cost immersive techniques and technologies to solve problems facing service members, students and society.