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DEVELOPMENT OF SPHERICAL IMMERSE ENVIRONMENTS SYSTEMS

**Abstract**

'Immersion into virtual reality is a perception of being physically present in a non-physical world.' A new innovative platform is opening a hatch to the universe via a sophisticated projection immersive environment. We will introduce the next generation of I.E.S, which also achieves unique immersion through motion capture sensors. Enabling natural movement through space and interaction in both the virtual and physical space simultaneously.

Examples and applications Fulldome simulations can train space pilots and space operators in scenarios that are too dangerous to train in actual equipment using live ordinance. And can even assist in solving sophisticated cosmic dilemmas. We will discuss the use of I.E.S in order to unleash the potential of immersive virtual reality and to create physiologic experiences and situations.

Letting the future generation of explorers to be engaged with applications such as immersive simulation of the Martian environment, for instance, will give the global community to better asses issues that may occur while humanizes the red planet in practice. The use of immersive virtual reality can be also used in the medical care as well as in science outreach applications for students and the general public.