

TELEPRESENCE RESEARCH

MENAGERIE

• HARDWARE AND SOFTWARE REQUIREMENTS

1. GRAPHICS SYSTEM:

- Silicon Graphics, Inc. CRIMSON/Reality Engine" system
Configuration:
Two (2) Raster Managers
Software "Development Option"
IRIX 5.1
1/4" Tape Drive
64M memory min.
380Mb disc min.

2. DISPLAY SYSTEM:

- Fakespace, Inc. "BOOM 2C"

3. 3D SOUND SYSTEM:

- Crystal River Engineering, Inc.
"Beachtron" cards
486 PC & Monitor
Headphones
Headphone Amp

4. VIDEO:

- Video Projector (SONY, Barco, etc.) or large high resolution multisynch monitor (27") to display virtual world and user interaction for those waiting and/or observing.

5. SOFTWARE:

- Custom simulation software - Michael Girard/Susan Amkraut
- BOOM software "VLIB-SGI" - Fakespace, Inc.
- Beachtron software - Crystal River Engineering, Inc.

• SPACE REQUIREMENTS

Installation requires approximately 3M x 3M area.

• IN CASE OF REALIZATION

In case of realization the following can be provided by the artists:

- Software
- 3D Sound system

Estimated value is US \$15,000.00

All other hardware must be provided by Ars Electronica.

CONFIDENTIAL

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