The Applications of Stereoscopic Movies to Science, Public Relations and Education

Mitsuru Hayashi[1], Takaaki Takeda[2], Eiichiro Kokubo[1]

[1] NAO, [2] NAOJ

http://th.nao.ac.jp/~4d2u

We rebuild the data from astronomical simulations and observations in VR(Virtual Reality) system. The system in our project has 3 soft screens, 6 PC's,6 DLP projectors and 3 mirrors. Filters for circular polarization are used.

Our main research interest is in the use of the system for scientific visualization, public relations and education. By the use of the system, we supply the views which cannot be realized on the earth to astronomical researchers in VR space and contents of astronomical science which is easy to understand and impressive for the public.

By developing the original software for synchronization, we can realize 30fps(frames per second) stereoscopic movies in the system.

We distribute the contents by using networks for example,Super SINET to museums and schools for the sake of enlightenment of astronomical science and public relations. We plan to begin the monthly exhibition of the contents to the public at NAO,Mitaka in April 2003.