

R.O.V.V.R.

- **Grand Challenge:** Capture panoramic 3D view of the deep sea
- **Technology** – VR Camera Rig. AR Software
- **Data** - 3D Stereo hemispheric video of the deep ocean
- **Impact** - Immersive imagery for outreach
 - Quantitative information for organism distributions
 - Augmented reality historical and quantitative context

Project Team

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Partners and Clients

- Monterey Bay Aquarium - Deep-Sea Exhibit 2020
- VRTUL
- National Geographic, Google
- BBC
- MBNMS



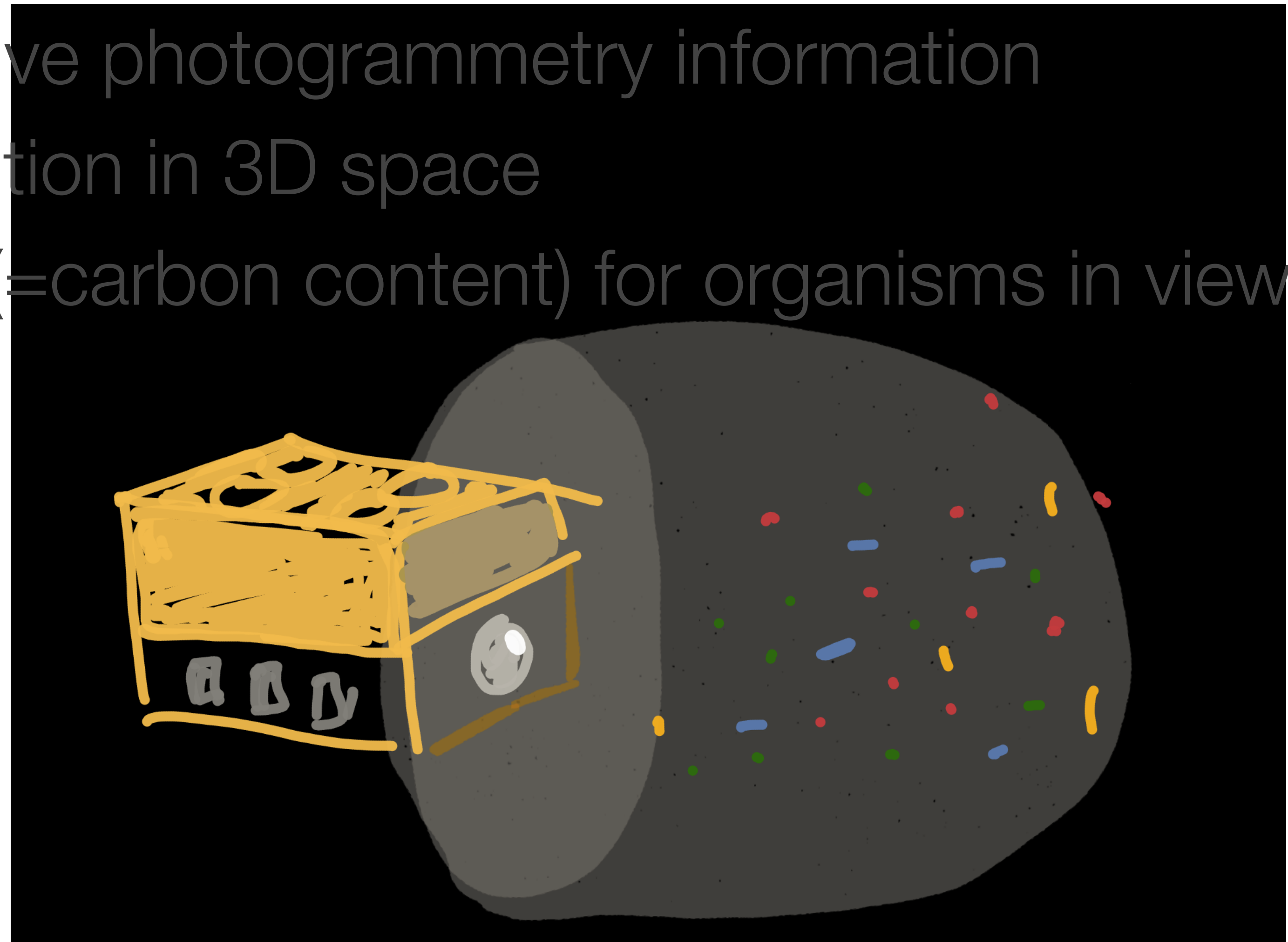
VRTUL

Near-term goals

- Provide infrastructure for data transmission and storage
- Acquire purpose-built VR rig
- With partners, generate stitched VR environment
- Create exhibits with MBA, MBNMS

Long-term goals I

- Add **Augmented reality (AR)** overlays
- Generate quantitative photogrammetry information
 - Organism distribution in 3D space
 - Size and volume (=carbon content) for organisms in view



Long-term goals II

- Historical dive data overlay
- Quantitative video transects
- 3D models of organisms
 - [Corals] [Aulacoctena]

