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*Immersive Realities (AR/VR) Contest Finalist*



After analyzing the use of large cubic immersive rooms (CAVEs) in the automotive and aerospace industries, this Dassault Systèmes research team developed an experience that brings some elements of reality to the eyes of Oculus Rift users, allowing them to see their own bodies, perceive the real surrounding world and interact with it, and interact with other people in the room. The new system uses a fixed Kinect for Windows that generates a 3D point cloud of users' bodies and surroundings. Though it is not very dense, the point cloud is surprisingly present to users when seen through the headset.