

R.O.V.E.R. II is an extension of a simple telepresence project. Based on the original Rover Onyx chassis, *R.O.V.E.R. II* has a new head featuring stereo vision and independent head tracking. The operator wears a VR helmet that allows an immersive 3D telepresence experience. A mechanical tracker coupled to the VR helmet allows the cameras on *R.O.V.E.R. II* to mimic the user's viewpoint, and the human-machine interface allows easy movement of the *R.O.V.E.R. II* mobile platform. A two-way voice link allows the operator to communicate with anyone near the *R.O.V.E.R. II* platform.

"Telepresence" means to teleport your presence to another location, which can imply immersion in a computer-generated virtual reality experience. With *R.O.V.E.R. II*, it implies using electronic and mechanical devices to teleport your presence to another location in the real world.



Contact

D.J. MERRILL and DAVID RUSSELL

Institute for Simulation and Training
University of Central Florida
3280 Progress Drive
Orlando, Florida 32826 USA
+1.407.658.5513
+1.407.658.5059 fax
deej@vsl.ist.ucf.edu
drussell@vsl.ucf.edu