# Software Environments for VIA

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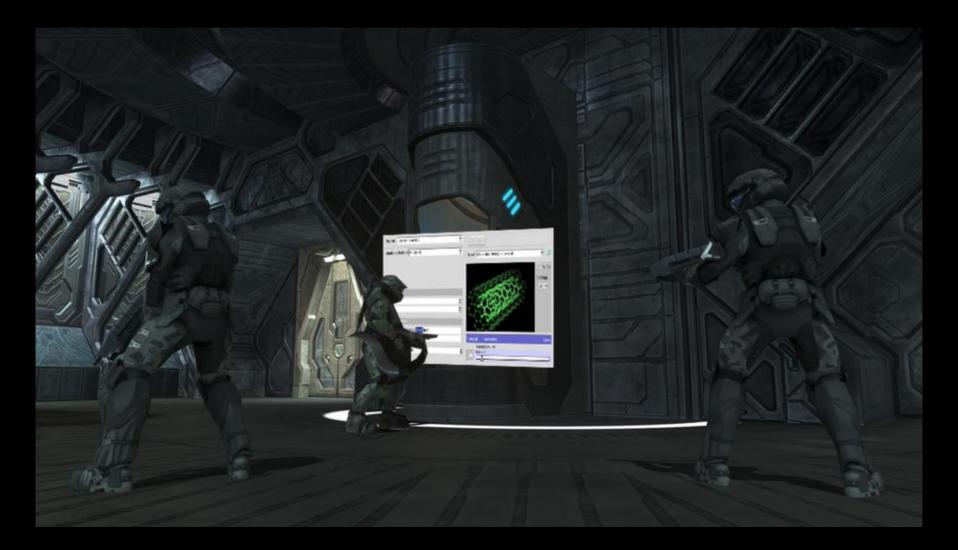
## From the session challenges...

- Synthetic environments approaching reality
- Geographically dispersed users
- Rapid scene rendering
- Physical simulations

## From the session challenges...



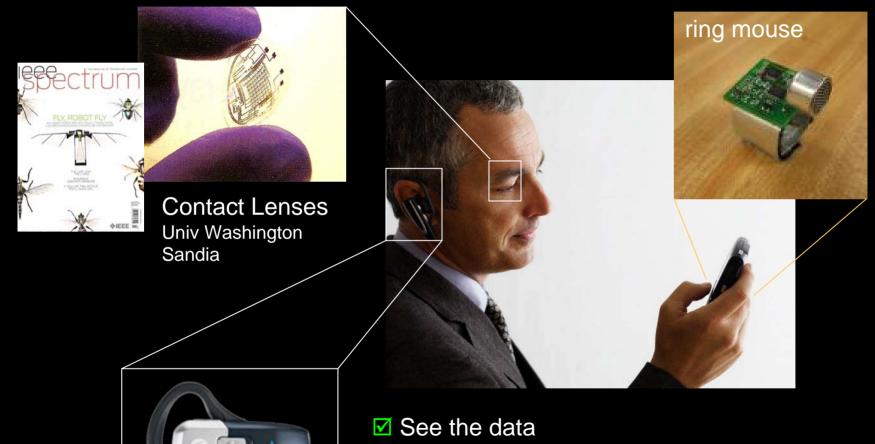
## For serious work...



# ...Give me a desktop!

🕲 nanoHUB - Mozilla Firefox	
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Logout (mmclennan) 209 guests, 24 members online - 7288144 hits last month online simulation and more	
Home My nanoHUB Resources Contributors Events About Support Q Search Help! 🧿	
CNTbands 2.0 Storage 24% Tool About Questions? Refresh Window Popout Sclose	
Structure: Carbon Nanotube   Simulation Method: Pz orbital     Simulation Method: Pz orbital     Result: Molecular structure: overall     Image: Carbon Nanotube     Simulate     Result:     Molecular structure:     Image: Carbon Nanotube     Simulate     Result:     Molecular structure:     Image: Carbon Nanotube     Image: Carbon Nanotube	
Chirality (n,m) n: 7 m: 0 Model parameters Tight Binding Energy: 38V	
Carbon-carbon spacing: • • • • 1.42A 2 results Parameters Clear Length in 3-D view: 15 • • • • • • • • • • • • • • • • • •	

# Using a VIA Environment



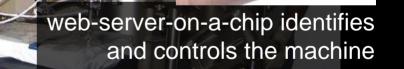
Listen to music, commentary, audio cues

Smoll my data

Eccl my data

headset

# What the world looks like



#### RSS: Headlines

System Settings

change settings...

e: 10.5 Pa

: 450 K

Electrical spin injection across air-exposed epitaxially regrown semiconductor interfaces
 Doping of nitrogen acceptors into ZnSe using a radical beam during MBE growth
 MBE growth of ferromagnetic single crystal Heusler alloys on (0 0 1) Ga1- xInxAs more

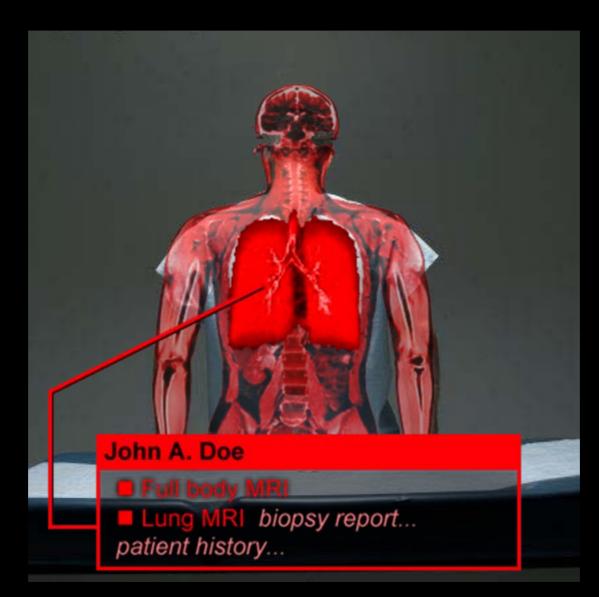
### What the world looks like to my wife



#### What the world looks like on the weekend



#### What the world looks like to my doctor



#### What the world looks like to all of you

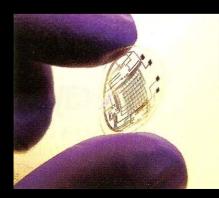


# Pieces we have

- Drawing layers: Quartz, Cairo
- Web servers feeding information, mash-ups
- Rich clients in Flash, Java
- Simulation tools (nanoHUB.org)
- Wireless communication protocol (Bluetooth) between computer and lenses/headset
- Mesh networking between people

# Pieces we need

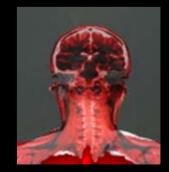
- High resolution lenses
- Wireless power for lenses & mouse
- Server-on-a-chip for appliances
- Software to overlay data on real world view







web-server-on-a-chip



# Where do we go from here?

