The most famous and entertaining systems on the market!

Immersion is everything!

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Typical Immersive VR System

The components of a typical Immersive Virtual Reality (IVR) system are:

A PC, Head mounted display (HMD) for sound, visuals, tracking etc., Interaction device e.g. joystick, data glove, Flexor etc. and Software

Applications

There are many applications to which VR can be applied. Some of them include:

Leisure	*Medical-surgical, physical and mental therapy*
Training	*Control of complex information systems*
Education	*Robotics and telepresence*
Computer network visualization	*Architectural and environmental walkthroughs*

Our Systems

The Virtuality 2000SU (stand-up)

The Virtuality VR-machines offer an outstanding platform for immersive entertainment. The machines are built to last and combine heavy-duty qualities with superb design. Our systems offer the ultimate tool for immersive 360 degree action for games where players stand-up or sit down (depending on the unit). Players use a "spacejoystick" to play the game. Games include : Virtual Boxing and Zone Hunter. The system is supplied with 2 extra 46" flatscreens to allow the spectators to follow the game.

The Virtuality 2000SU (stand-up)

The Virtuality 2000SD (sit-down)