


EON Reality Inc. - Mozilla Firefox

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http://www.eonreality.com/

eon reality | Experience More



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EON Reality Inc. is the world's leading interactive 3D visual content management and Virtual Reality software provider. Its powerful technology enables users to experience more by revolutionizing the way companies leverage their digital assets. Customers around the world use EON Virtual Reality software solutions to increase sales, communicate product functionality more effectively and decrease the cost of service, training and technical support. Many large corporations such as Suzuki, Siemens, John Deere, Atlas Copco, Toyota, Tetra Pak, Boeing, Bombardier, Intel, Peterbilt, Lexus, Whirlpool, Honeywell, GE Healthcare and Stryker are using EON's software solutions.

Explore How EON's Solutions Brings Your Products to Life


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sales/marketing



support/training



visualization

Latest news


[The Minister of Finance Inaugurates 30th Anniversary for Singapore Science Centre >>>](#)

[EON at IITSEC 2007 >>>](#)

[EON Reality's CEO Makes Technology Accessible and Fun for Students >>>](#)

[EON Reality at Dubai Airshow 2007 >>>](#)

Bombardier ICATCHER
 Bombardier ICUBE
 Bombardier Mixed Reality
 IDC Consortium Presentation
 Lexmark
 Siemens
 Suzuki Kiosk
 Suzuki Sales Pro Testimonial
 Whirlpool
 EON Human Demonstration



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Done

EON Reality, Inc., World Headquarters, Irvine, CA, Dan Lejeskar, Chairman of the Board

<http://www.eonreality.com/>

GAME CULTURE & TECHNOLOGY LAB

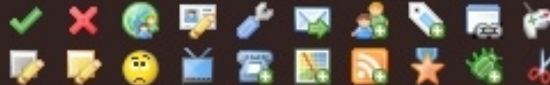
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Projects

Tools

Players



English

Language

Search

prev - [next](#) ... [1](#) [2](#) [3](#) [4](#)

Projects

Collaboration Infrastructures for GCT
Robert Nideffer and Walt Scacchi
Humanities Research Institute & GCTL
Winter 2006 »

During Winter of 2006 we initiated a radical "re-tooling" of the portal for the Game Culture and Technology Lab. This was done in anticipation of a Spring 2006 residency at the [Humanities Research Institute](#) (HRI) entitled "Collaboration Infrastructures for Game Culture and Technology" - made possible by Director David Goldberg and Deputy Director Kevin Franklin. The goal is to critically reflect on our use of the tools as we develop and use them in relation to our creative projects.

The residency is being convened by GCTL director Robert Nideffer, and co-organized along with Walt Scacchi, the GCTL Associate Director of Research.

Ideally what we produce will become a useful resource for the international community interested in reading, writing, viewing, analyzing and producing media relevant to the rapidly expanding field of "Game Studies."

UCI GameLab, Robert Nideffer, Director, Walt Scacchi, Research Director, Alex Szeto, Lead Game Programmer and Artist

<http://www.ucgamelab.net>

Exhibits at Discovery Science Center - Mozilla Firefox

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http://www.discoverycube.org/exhibit.aspx?q=11

Discovery Science Center

Discovery Science Center Exhibits: Outside

Dino Quest

DinoCam: Live Video from Dino Quest!

CLICK HERE to see Streaming Video from DinoQuest!

Username: guest
Password: guest

*Please use Internet Explorer to view our DinoCam, as other browsers may not display properly.

Get in the Game with this new interactive exhibit at Discovery Science Center

Play Dino Quest Online! Click Here!

After a 65-million-year absence from Earth, DINOSAURS have made a grand entrance into Southern California. Dino Quest, the new interactive exhibit that includes life-size Dinosaurs, an electronic interactive quest and an online dinosaur videogame, opened summer 2006 at Discovery Science Center in Santa Ana.

The permanent exhibit is part of Discovery Science Center's \$7.5-million dollar expansion, the largest in the Science Center's history. By combining an interactive quest and Dinosaurs as life-size models for the heart, digestive system and more, the exhibit provides hands-on education that aligns with the California Science Standards for the K-6 grades. Click here for a map of the **Dino Quest Exhibit**.

- Exhibits are hands-on and interactive – walk inside a giant two-story tall Argentinosaurus, manipulate parts of the dinosaur and learn how body systems work and relate to each other.

Done

Discovery Science Center, Santa Ana, CA, Joe Adams, President


<http://www.discoverycube.org>

The EcoRaft Project - Mozilla Firefox

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http://orchid.calit2.uci.edu/EcoRaft/exhibit.html

Google




The EcoRaft Project


- About the Project
- Interactive Exhibit
- EcoRaft: The Game
- Feedback
- Extras
- For Parents & Teachers
- For Scholars & Media
- EcoRaft Group
- Support EcoRaft

Ecological Intervention


Peer into the rainforests of Costa Rica through the windows of three standing islands. They are lush environments, populated by flowering plants and trees, as well as a multitude of hummingbirds.



As a visitor, you have control over the islands' ecosystems - you can destroy everything on an island at the push of a button, leaving it barren and uninhabited.



Participate in restoration ecology by moving new species to the deforested island. Use the mobile rafts to pick up a seed or bird from one island and deposit it on another.



Done

EcoRaft Project, UCI Interactive Animation Laboratory, directed by Professor Bill Tomlinson

<http://orchid.calit2.uci.edu/EcoRaft>

HIPerWall - Home - Mozilla Firefox

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http://hiperwall.calit2.uci.edu/

steve jenks sung hiperwall

HIPerWall

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- Home
- Blog
- Members
- FAQs
- Contact Us
- Gallery
- YouTube
- TileViewer
- Big Images
- Google Earth on HIPerWall

RSS FEEDS

- Jenks' Cell Programming
- Sung-Jin Kim's Blog
- Calit2

SITE SEARCH

search...

RANDOM IMAGES



Date: 04/07/07



Date: 25/05/07

[Engineering 1] Introduction to CS, CE, and CSE

Academia - Courses
Written by Sung-Jin Kim
Tuesday, 06 November 2007



(More pictures)

Prof. **Stephen Jenks** gave a lecture to the freshmen of the Engineering 1 Freshman Seminar in the HIPerWall room on 10/31/2007. This lecture was intended to encourage young minds to understand and follow distinctive paths of Computer Science, Computer Engineering and Computer Science and Engineering.

The multimodal presentation included wiimote-controlled-PDF slides, various images and a live HD camera feed of the presentation itself. The presentation was followed by the research demo including Google Earth on HIPerWall.

Council of Vice Chancellors for Research

The News - Latest News
Written by Sung-Jin Kim
Wednesday, 24 October 2007



(1)



(2)



(3)



(4)



(5)



(6)

LATEST NEWS

- [Engineering 1] Introduction to CS, CE, and CSE
- Council of Vice Chancellors for Research
- HIPerWall on Univision Primer Impacto
- Univision Interview

UPCOMING EVENTS

HIperwall weekly meetings
January 4, 2008 (10:00 am - 11:00 am)
(Meeting) Weekly meetings for HIperwall crew, in Vislab

HIperwall weekly meetings
January 11, 2008 (10:00 am - 11:00 am)
(Meeting) Weekly meetings for HIperwall crew, in Vislab

[View Full Calendar](#)

BLOG CALENDAR

Dec January 2008 Feb

S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

WHO'S ONLINE

No Users Online



UCIRVINE

Done

UCI HIPerWall Project, directed by Professor Steve Jenks, assisted by Dr. Sung-Jin Kim

<http://hiperwall.calit2.uci.edu/>

UCI Beall Center for Art + Technology - Windows Internet Explorer

http://beallcenter.uci.edu/

UCI Beall Center for Art + Technology

Claire Trevor School of the Arts
University of California, Irvine
Irvine, CA 92697-2775
949 824 4339

Gallery Hours
Tuesday-Wednesday: 12-5 p.m.
Thursday-Saturday: 12-8 p.m.

Text size: A | A

Calendar
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Current Exhibition

Grand Text Auto

Noah Wardrip-Fruin / Mary Flanagan
Michael Mateas / Andrew Stern
Nick Montfort / Scott Rettberg
October 4-December 15, 2007 (Closed Nov. 22-26)
Opening reception: **October 4th 6:30- 9:00 p.m.**
Symposium October 5th 1:00-5:00 p.m. Studio Art Room 160
Performance October 5th 6:00-8:00 p.m. Winifred Smith Hall
Boxed Music Event **December 6th 6:00 - 9:00 p.m.**
Family Day **November 3rd 11:00 a.m.-3:00 p.m.**

Synopsis | Image Gallery | [Press Packet \(PDF\)](#) | [Checklist \(PDF\)](#)

What happens when a popular blog crashes into a gallery exhibition? Jump in as the drivers of Grand Text Auto careen toward new fictional forms and modes of play. Grand Text Auto presents six artists wheeling their way to the forefront of digital games and narrative. The artists include Noah Wardrip-Fruin, Mary Flanagan, Michael Mateas, Andrew Stern, Nick Montfort, and Scott Rettberg.

The Symposium on Fri., Oct. 5 will feature the six members of the blog Grand Text Auto, who work as artists and scholars at the cutting edge of computer games and digital literature. The first half of the symposium will include a presentation of the Beall show, the work of the blog, and the future of the field as seen through forthcoming projects from group members. The second half will include discussions among group members and the audience on three topics: what blogging has to offer artists and academics, approaches to crafting experimental games (and other new forms of playable media), and the role of language in digital media.

Internet 100%

UCI Beall Center for Art+ Technology, Eleanore Steware, Director, David Familian, Associate Director

<http://beallcenter.uci.edu/>

John Crawford - Digital Media - Mozilla Firefox

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http://www.embodied.net/

Dance@UCI - John Crawford John Crawford - Digital Media

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john crawford digital media

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portfolio

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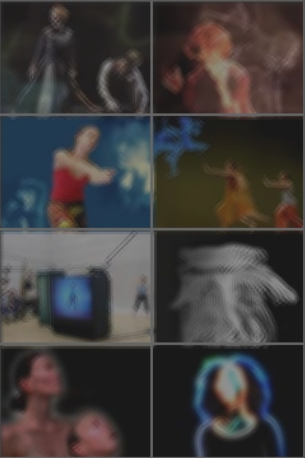
resources



Invisible Cities (2004)

All technical refinements depress me. The perfection of photography, the big screens, the stereo sound, all of it makes possible a servile reproduction of nature, and that reproduction bores me. The artist's personality interests me more than the copying of an object.

-- Jean Renoir, 1959

ASCENSION (2003)

ASCENSION is a videodance combining video animation, dance and music. It considers the possibilities of transcending boundaries through movement, responding to issues of fragmentation, connection and making meaning across space and time. Contemporary dance choreography, captured on video, transforms into luminous videodance animation, accompanied by a soaring electro-acoustic soundscape.

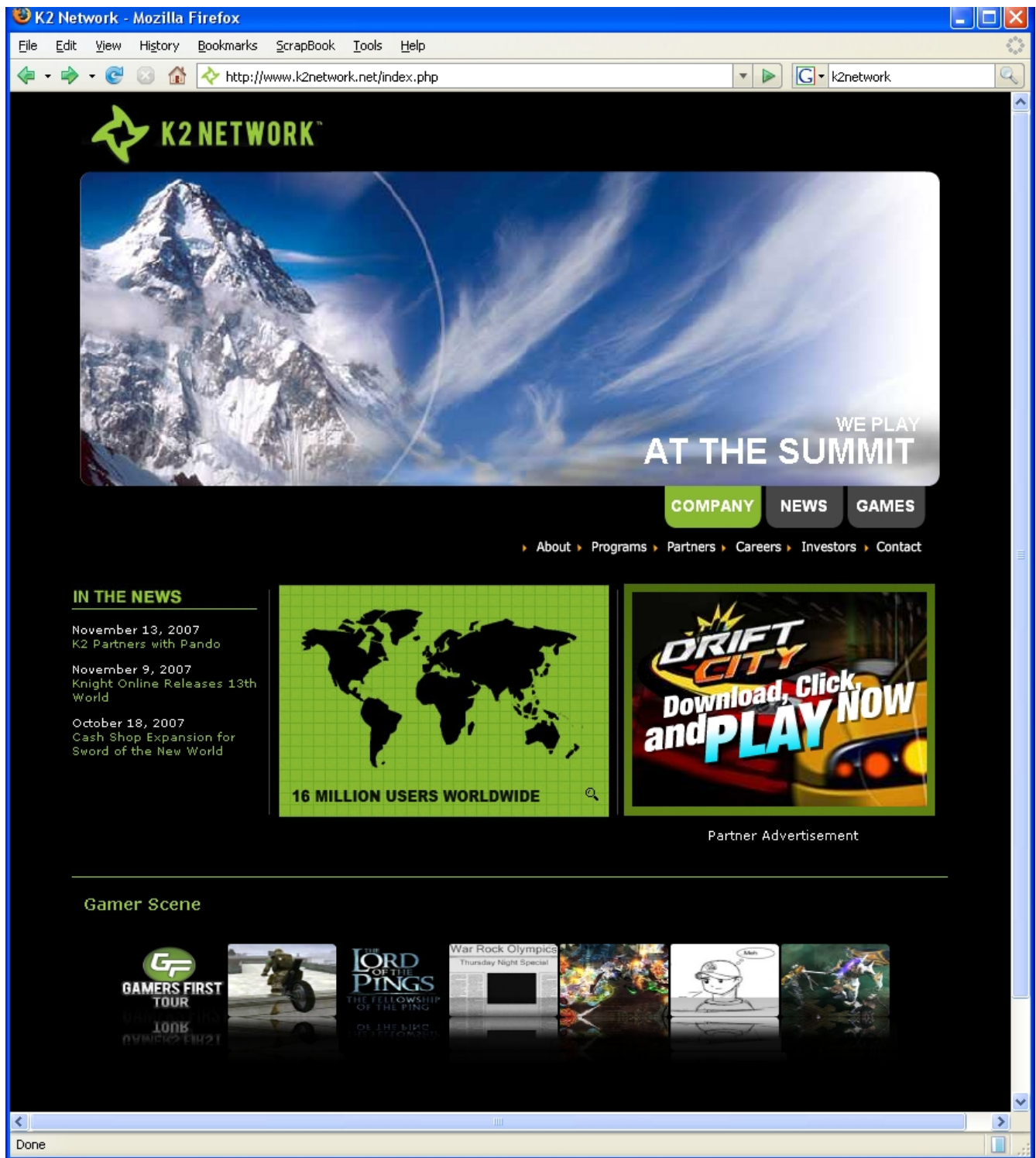
[more]

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Transferring data from www.embodied.net...

UCI Active Space Laboratory, Professor John Crawford, Director

<http://www.embodied.net/activespace>



K2Network, World Headquarters, Irvine, CA, Jeff Hwang, President

<http://www.k2network.net>