iEXCEL Visualization Hub Technology

➔ **Interactive Visualization iWall by MultiTaction** – a 2D curved interactive iWall that consists of 12 touch screens. This experiential tool enables new ways of thinking and provides a place to innovate in an engaging manner. The iWall allows users to present content in real time, transforming collaboration and communication.

➔ **3D CADWall by Barco featuring EON Reality 3D Software** – an interactive and collaborative, multi-channel 3D high-resolution display wall. Learning and education are enhanced with this 3D virtual immersive reality environment. For example, users are able to "fly through" high-definition images of the human body or virtually manipulate cells and organs. The creation of fully immersive environments takes research and development to another level, allowing researchers to help subjects confront fears or learn new skills.

➔ **iBench by EON Reality** – enables easy, fast and reliable interactions with virtual objects and environments. The stereoscopic 3D system is intuitive and responsive to the user's actions and can display the most realistic 3D objects.

➔ **iMirror by EON Reality** – an innovative augmented reality and gesture input based solution for experiential learning. Users can see how internal organs function superimposed on their own body or play a gesture-based 'game' to further engagement.

➔ **360° Head-Mounted Displays by EON Reality** – a 3D head-mounted augmented reality display that opens up a whole new world of possibilities for students, faculty and health care professionals. Complex environments can be created. For instance, imagine challenging academic concepts in biochemistry, where complex compounds and molecules can be seen and manipulated in microscopic detail on a high-resolution, 3D mobile display.

➔ **HoloLens by Microsoft** – the first fully self-contained, holographic computer enabling interaction with high-definition holograms. Users are able to create holograms with gestures, communicate with apps using their voice and navigate with a glance. Microsoft HoloLens understands gestures, gaze, and voice, enabling interactions with holograms in the most natural way possible. Mixed reality blends 3D holographic content into the physical world, giving holograms real-world context and scale, allowing users to interact with both digital content and the world around them.

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**Websites sourced: Barco, EON Reality and Microsoft HoloLens*