



VIRTUAL IMMERSIVE CAPTURE TECHNOLOGY RESEARCH INNOVATION (VICTRI) LAB

LABORATORY INFORMATION FACT SHEET

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The VICTRI Lab is available for use by DEVCOM AC employees to research the latest commercial gaming technologies for applicability to Armaments Center system development. Current research projects include investigation into Virtual Reality (VR) and Augmented Reality (AR) products.

TECHNOLOGY/FACILITY DESCRIPTION:

DEVCOM Armaments Center (DEVCOM AC) has its own organization devoted to development of serious gaming applications called the Gaming,

Interactive Technologies and Multimedia (GITM) Branch. To further serious gaming innovation, GITM established and maintains DEVCOM AC's Virtual Immersive Capture Technology Research Innovation (VICTRI) Lab. The VICTRI Lab is a DEVCOM AC innovation hub that utilizes immersive technologies throughout the lifecycle of armament systems. Immersive technologies hosted at the lab include Augmented Reality (AR) and Virtual Reality (VR) systems, motion platforms, haptic feedback devices, motion capture systems, 3D Scanners, and 3D printers. The lab provides the space and equipment for DEVCOM AC employees to experiment and develop warfighter applications utilizing these immersive technologies. The goal is to determine new and novel ways the technology can be utilized to support the Warfighter. Equipment can be used at the lab or checked out by DEVCOM AC employees for development at other AC Facilities.



EQUIPMENT AND EXPERTISE AVAILABLE:

- 4x Development Class Workstations
- Optical / Sensor based Motion Capture System
- 3D Scanners
- 3D Printers
- Motion Platforms
- Haptic Feedback Devices
- VR / AR / MR Headsets
- Unreal Development Environment
- Unity Development Environment
- Autodesk Entertainment Creation Suite
- Professional Sound Production Equipment
- Adobe Production Premium Suite
- Serious Games for training software development
- Serious Games based R&D software development
- Technology demonstrators
- Training videos (live action and/or animated)
- 3D modeling and animation
- 3D scanning