



# The Use of Virtual Reality for Persons with Balance Disorders

University of Pittsburgh

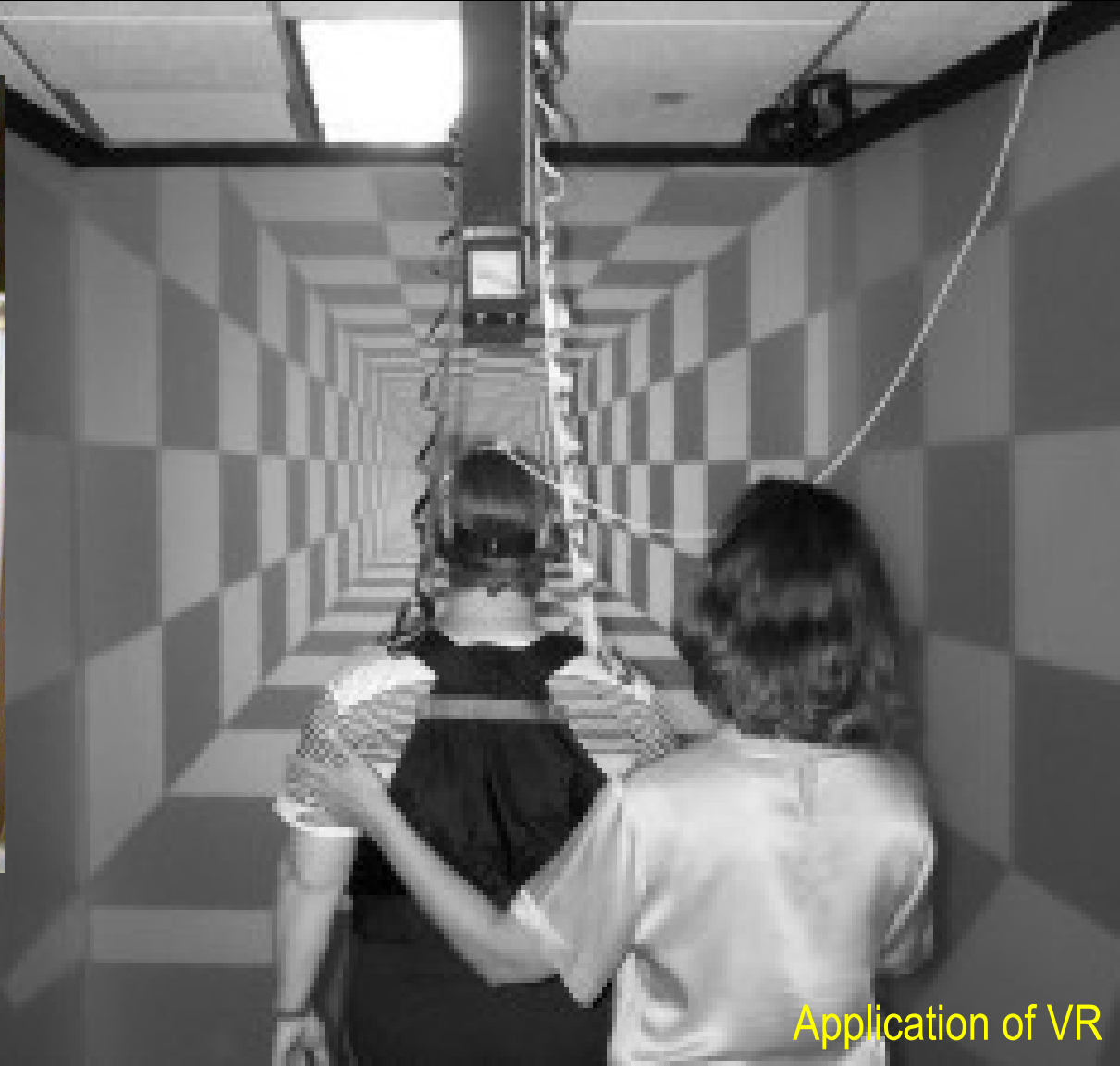
Supported by the National Institute on  
Deafness and Other Communication  
Disorders

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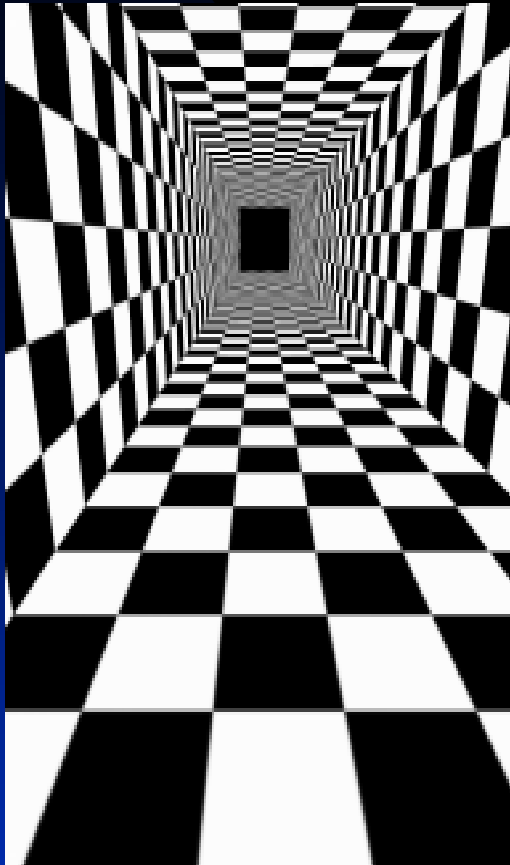


- The use of virtual reality with persons with vestibular disorders is a relatively new concept
- Persons with vestibular disorders often complain of having difficulty maintaining their balance when exposed to complex visual scenes

# The Use of Virtual Reality for Persons with Balance Disorders



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# Use of Virtual Reality for Teleoperation of Autonomous Vehicles

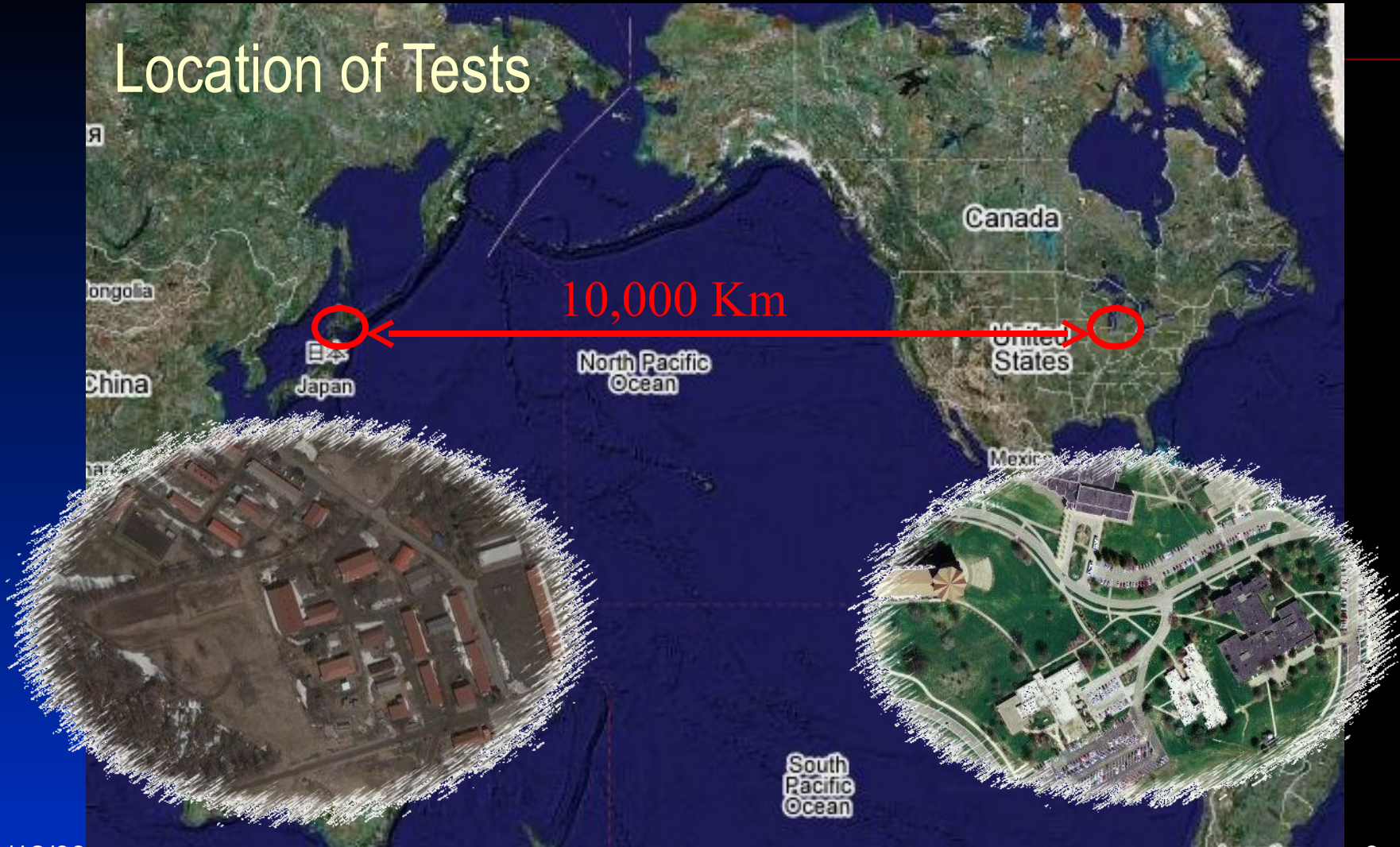
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# Use of Virtual Reality for Teleoperation of Autonomous Vehicles



## Location of Tests





## Visualization Test

- Tests visualization of vehicle in VR environment
- Test route was planned (See picture)
- Vehicle was driven by an onboard operator







## Results from test

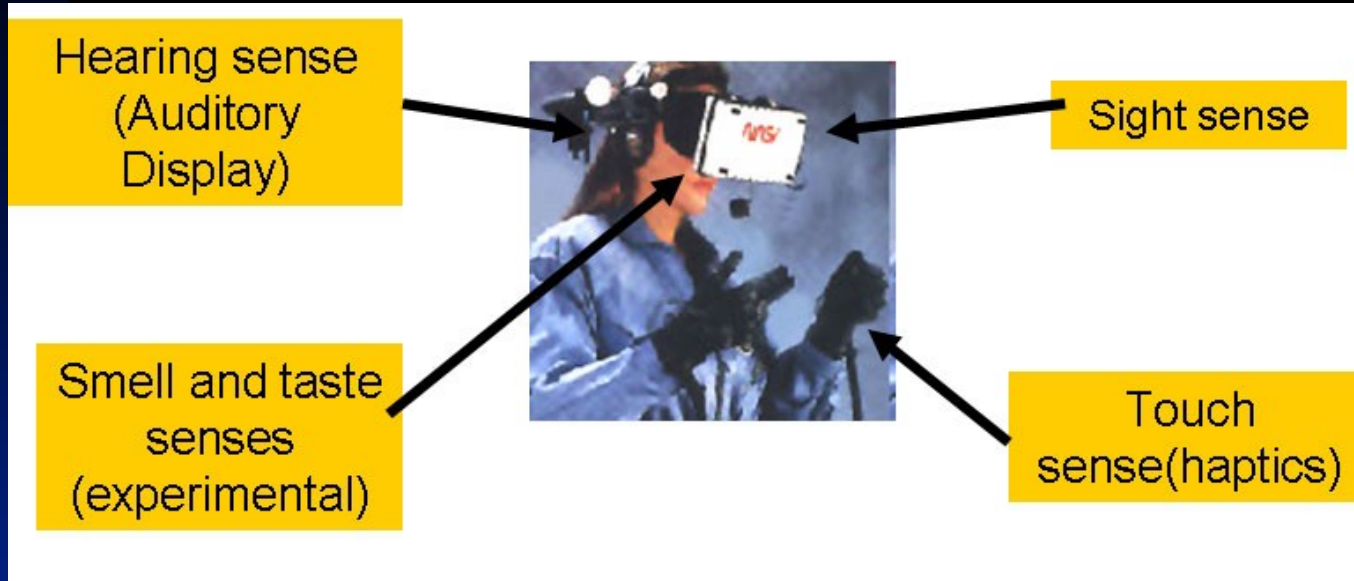


- Communication protocol is working
- Location of the vehicle is visually correct
- Stereo-vision model is working





Figure 15.9: The "Hot-Line Telerobot System" from Kyushu ELeetric Power Co. A teleoperated robot repairs a high-voltage power line (left). The operator's interface to the system (right). (Courtesy of Blake Hannaford with permission of MIT Press. Reprinted from K. Goldberg, *The Robot in the Garden*, Cambridge, MA: The MIT Press, 2000.)



A fully-immersive virtual reality system



We have developed many 3D graphical models of molecular structures, which can be used in molecular biology, biochemistry and related courses. i.e. a virtual molecule of DNA that has been used for our studies

