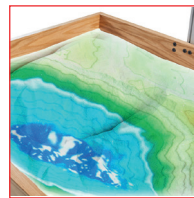
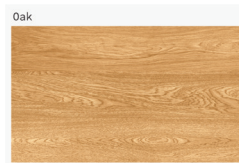




Augmented Reality Sandbox
ARS-4030



sheldonlabs™

PRODUCT

KEY FEATURES

Augmented Reality Sandbox

This amazing sandbox uses 3D visualization applications and a hands-on exhibit using a real sandbox, to create virtual topography and water. The resulting (AR) sandbox allows users to create topography models by shaping real sand, which is then augmented in real time by an elevation color map, topographic contour lines, and simulated water and lava. The system teaches geographic, geologic, and hydro-logic concepts such as how to read a topography map, the meaning of contour lines, watersheds, catchment areas, levees, and much more. It can be used to teach history and explain complex geopolitical concepts as well as use for special needs children. Software designed by UC Davis*.

Includes:

- 3D camera
- Linux computer
- Data projector
- Mobile sandbox constructed of oak and oak plywood, that rolls on heavy-duty, locking casters
- Sand not included (250 lbs of Sandastik® sparkling white play sand recommended)
- Cord management system
- Flip-up shelf for laptop

ITEM #	PRODUCT	SIZE
ARS-4030	Augmented Reality Sandbox	42"W x 32"D x 85"H (Depth is 46" when shelf is up)

* The Augmented Reality Sandbox was developed by the UC Davis W.M. Keck Center for Active Visualization in the Earth Sciences (KeckCAVES, <http://www.keckcaves.org>), supported by the National Science Foundation under Grant No. DRL 1114663. For more information, please visit <http://arsandbox.org>.