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- Friday, January 14, 2005  
Virtual Walking in the Immersive Visual Environment

State-of-the-art virtual environment (VE) systems offer new flexibility in the design of experiments for active vision. I will briefly discuss how human visual and visuomotor behaviour can be studied with VE tools as well as important human factors issues, caveats and limitations in the use of VE methodology. I will then discuss recent experiments that we have been conducting in the Immersive Virtual environment at York (IVY), one of the few six-sided immersive projection systems in the world. We are using the unique characteristics of this device to attempt to resolve the ongoing controversy concerning the nature of the visual information used for the control of locomotion on foot.

Rob Allison