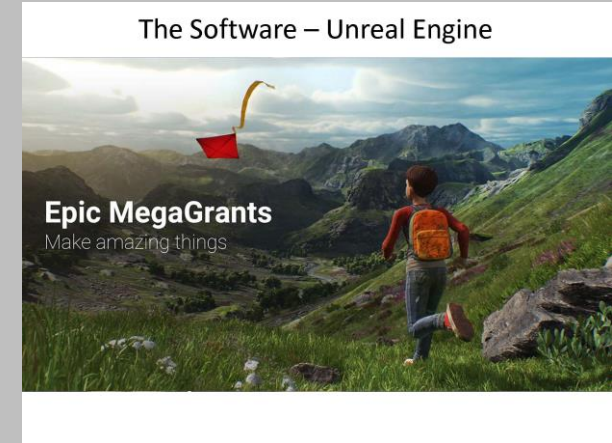


# Exploring the Frontiers of Space in 3D

**Chris Impey, University of Arizona**

*An immersive, 3D virtual exhibit featuring frontier facilities of astronomy and planetary science. Hardware is Oculus Rift headsets and game controllers. 3D objects rendered by Epic Games (Fortnite) Unreal Engine.*



*All objects at correct relative scales, many animated. User can walk through the exhibit. Features ground (LBT, GMT) and space-based telescopes (HST, JWST), Mars landers, the asteroid Bennu, and a realistic sky.*

