



PRODUCT

## Augmented Reality Sandbox

DESCRIPTION

This amazing sandbox uses 3D visualization applications and a hands-on exhibit combining a real sandbox, virtual topography and water created using a closed loop of a Microsoft Kinect 3D camera, powerful simulation and a Linux computer and data projector. 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. The software was designed by a team of scientists at UC-Davis.\* The sandbox comes complete with the box, camera, projector, wire management, and laptop with instructions to load the visualization software. The sandbox is made of solid oak and oak plywood and moves on heavy-duty locking casters. A wire management system keeps the cords from interfering with box. There is a handy shelf to hold the laptop while in use, which folds away with a collapsible hinge. Note: Sand not included (we recommend 250 lbs of Sandastik® sparkling white play sand). Detailed instructions for downloading and calibrating the software and running the program are included.

\* 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>.

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