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Future Tech Now – highlights from the immersive innovation show

By [Zoe Mutter](#) in [VR, AR & MR](#) April 6, 2018 0

From virtual medical training and full body haptic suits through to 360 projection environments and micro drones, the Future Tech Now show was packed with immersive offerings.



We headed over on opening day to experience the high-tech solutions from some of the key players working in the worlds of virtual reality, augmented reality, robotics and AI. Taking place at the Business Design Centre, the show is split up to cater for different types of visitor. The first two trade-focused days target businesses, developers or educators and the final day is aimed at gamers, tech enthusiasts or those with a consumer interest in the future of tech.

Aside from the interactive show features and exhibitor stands, the event's conference sessions and workshops give visitors access to experts and case study examples exploring where immersive tech is now, and where it's heading.

Show highlights

Future Vision demonstrated VR's power to transform retail and showcased how they have used the third space to showcase product ranges to shoppers.

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Extreme Fliers were on hand to demo their Micro Drone. The compact device can be teamed up with a VR headset to view live streaming footage for a fully immersive flying experience.



Teslasuit's full body haptic suit lets you feel virtual reality, complete with motion capture and climate control systems. Their presentation in which they outlined the variety of potential use cases for the product attracted quite a crowd.

But London-based Teslasuit Project believe the product's design opens it up to being more than just the latest gaming device, with many diverse groups exploring ways it will change the face of industries such as health rehabilitation, training and business. The haptic and motion capture bodysuit consists of clothing with a wireless computer hidden inside providing the sensations of touch, heat and cold and capturing the motions of the entire body.

The Teslasuit was invented by Sergei Khurs and Raman Aleksandrovich, who worked together building a 5D Cinema, an interactive cinema experience with motion chairs and effects such as water. The idea for Teslasuit came about when they realised a suit could mimic these effects and make them even more realistic.



Medical Realities demonstrated how virtual reality tech is revolutionising medical training, allowing 360 degree learning. Pioneering cancer surgeon Shafi Ahmed – who performed the world's first operation streamed in 360-degree video – new surgical simulation app was showcased in a live operation theatre set-up.



Over in the Digital Engineering and Test Centre (DETC) automotive showcase, the Star Tracker technology from **Mo-sys** was used to treat visitors to an immersive experience of Triumph's motorcycles. Already making waves in broadcast studio environments, the technology allows for untethered roaming and tracking to immerse AR and VR users.

The system works using stars – small, identical retroreflective stickers – that are made from the same reflective material found on utility and emergency vehicles. These are randomly applied to the studio ceiling or the lighting grid and a small LED sensor shines light on the stars. This defines the star map, which allows the StarTracker to report the position and orientation of the studio camera in real time to the rendering engine.





DETC demoed multiple vehicle and engineering immersive experiences including the configurator for the McLarenAuto 720S which boasted a nifty wind tunnel simulation.



Future Tech Now's immersive art gallery gave visitors the chance to explore how artists are using new virtual environments as a creative canvas. Fashion, music and celebrity photographer **Ruvan Wijesooriya** created a VR installation transporting the audience using a combination of art, fragrance, sound and meditation.

Wearing a VR headset they are shown a video of photographs that when paired with scents and sound, invoke meditative states and conjure up memories and imagery. The format is being studied by professors and neuroscientists at New York University as a way to induce deep relaxation, with the thought it could be used within schools for meditation or as an alternative therapy.



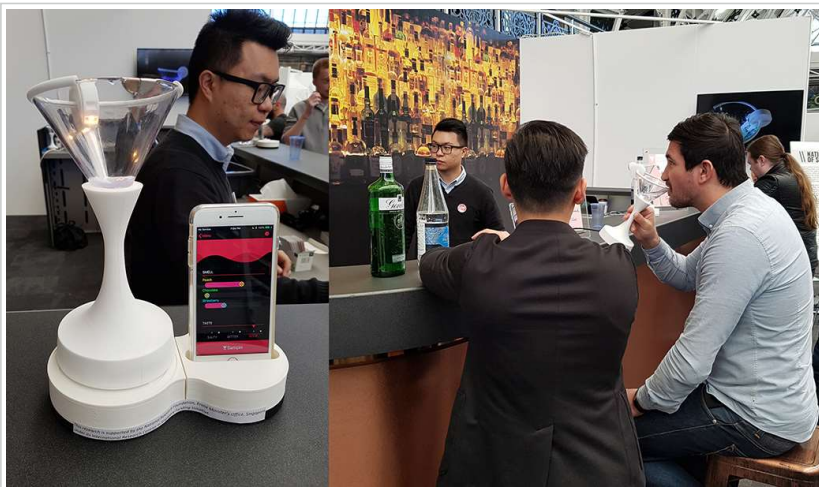
Also in the immersive art gallery, Pernilla Belfrage's **Garden of Thoughts** VR and spatial experience inspires calm and reflection. In the experience the digital and analogue worlds are interwoven through classic 3D animation, collaborative embroidery and virtual reality tech. Belfrage's work combines VR with tactile, spatial experiences, creating calming, multi-dimensional projects where the audience is invited as co-creators.



HP presented its powerful wearable VR PC – the HP Z VR. The lightweight backpack avoids getting tangled in cords and makes it easy to demonstrate or train people using VR in any space.



Crowds gathered at the **Vocktail** bar to try out the National University of Singapore's creation which tricks the brain into believing you're drinking a cocktail instead of water by using scent, LED light and electrodes to stimulate the taste buds to mimic salty or sour tastes.



Thrill-seekers enjoyed motion platform experience, The Slide from **Happy Finish** – the world's highest VR experience which lives on the 72nd floor at The Shard.



Visitors also had the opportunity to experience **IglooVision's** shared experience and 360 degree projection environment – ideal for training applications.



Meanwhile, **Mbryonic** showcased a range of VR experiences they have created for training, sales and recruitment purposes.

Alter Equals showcased the immersive VR experiences they've created for visitor attractions, museums and broadcast clients.

The show also featured companies specifically working with, or creating products for enterprise including the new shared VR training platform from **Immerse**.

