



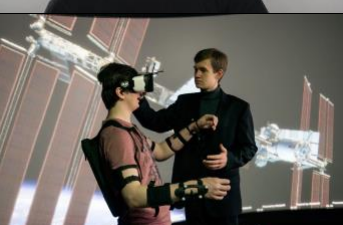

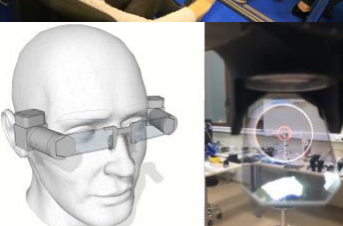











Total Vision

DEVELOPMENTS OF THE "TOTAL VISION" COMPANY

Application area	Short description	Photos
Entertainment	Development of Steadicam for shooting 3D films for stereo attractions	
Entertainment	Development of content for "A virtual tour of the Moscow Metro". www.metro360.ru	
Education	Development of content for the trainer of the Moscow metro driver	
Entertainment	Shooter (software and hard) for VR attraction	
Entertainment	Development of the "Total Vision VR1"* helmet for use in game-attractions serially produced by Hidrodinamika (Tver) *VR1 Gaming helmet specially designed for use in places of mass exploitation	
The science, astronautics	A joint project was implemented "Luna-150" with the Institute of Biomedical Problems, and Lomonosov Moscow State University which used the "Total Vision VR1.1" helmet	

<p>The science, astronautics</p>	<p>Cosmonaut training center - synchronized visual and dynamic imitation on the centrifuge</p>	
<p>Education</p>	<p>Joint educational program on the basics of VR technologies (Chernogolovka)</p>	
<p>The science, astronautics</p>	<p>Prototypes of training systems to prepare for activities on the surface of other planets</p>	
<p>Entertainment</p>	<p>Development of an optoelectronic unit for the English startup OPTO</p>	
<p>Astronautics, Education</p>	<p>Satellite proximity simulator to the International Space Station</p>	
<p>Education</p>	<p>Hang glider simulator</p>	
<p>Astronautics</p>	<p>Space experiment "Iskra" Development of augmented reality (AR) system</p>	
<p>Education</p>	<p>Development and production of a field binocular simulator</p>	
<p>Entertainment, Education</p>	<p>Development and production of binoculars with an integrated VR system and a set of sensors for the Russian Railways museum in St. Petersburg</p>	

<p>Entertainment, Education</p>	<p>Development of a video player for a VR system that reproduces 8K video</p>	
<p>The science, medicine, healthcare</p>	<p>Eye tracker. Binocular Eye tracker, with the inertial system. A device designed to determine the direction of gaze and head. Main applications: use in VR or AR reality systems, control systems, medical research.</p>	
<p>The science, Education</p>	<p>Augmented reality (AR) system</p>	
<p>Дистанционное управление</p>	<p>Remote control system for transport and robotic equipment using a VR1 virtual reality helmet</p>	
<p>Education</p>	<p>Development of a training system for electricians of the Leningrad nuclear power plant, using a virtual reality system VR1</p>	
<p>Medicine, healthcare</p>	<p>Stimulus mobile visual field analyzer (perimeter) VR-based Perimeter with Artificial Intelligence Decision Support</p> 