



Flight Helmet™

*“Take
Flight In
The Virtual
World”*



The Flight Helmet is your window to the virtual world. A position sensor mounted on the helmet tells the computer the direction you're looking. The computer generates stereo images that you view on color LCD displays through wide angle optics. As you turn your head, the view changes. The result: You are surrounded by a computer generated world.

The Flight Helmet brings a new level of comfort and convenience to virtual reality. The helmet is light weight (under 4 lbs) and carefully balanced. Because the headband adjusts with a single knob, the Flight Helmet is exceptionally easy to put on. When the headband is opened, the earphones move outward and the helmet slips onto your head. With a quick twist of the knob, the headband and earphones snug up. Flip the power switch and you're ready to fly.

The Flight Helmet is designed with the flexibility to suit your needs. You specify the position sensor you want, and we'll build it in. If you want to display monoscopic images, we can supply removeable lenses that allow you're eyes to converge the images. Video signals are NTSC composite, so you can input from a variety of common sources. RGB to NTSC converters are available.

For further information or to arrange a demonstration, contact Bruce Bassett at Virtual Research.

Virtual Research

Virtual Research Flight Helmet

Specifications

Displays:

Color LCD displays.
Pixel count: 360 x 240

Optics:

Leep Systems wide angle optics

Field of View:

Approximately 100°

Video Signals:

Two NTSC composite signals (one per eye)

Audio:

Sony stereo headphones incorporated

Position Sensing:

Logitech 3-D Head Tracker
Ascension Bird™
Polhemus 3space Isotrack™ or Tracker™

Power Supply:

120VAC to 5VDC. UL listed, CSA approved
Power switch at back of helmet

Power Consumption:

~ watts

Fit Adjustment:

Headband ratchet size adjusted with single
external knob

Cable Length:

10' in sheath (3m), 3' individual cables
(0.91m)

Weight:

Helmet: 3lbs. 11oz (1.67kg)
Cable: 13oz. (0.37kg)

Overall Dimensions:

16.2" (L), 9.8" (W), 9.2" (H),
(41 x 25 x 23cm)



Virtual Research

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Flight Helmet..... \$6000

- Features:
- Stereo display with dual NTSC inputs
 - Stereo headphones, if specified
 - 120VAC-5VDC power supply
 - 12 ft integrated cable
 - helmet stand

Options

Universal Input Power Supply (90-240VAC input accepted)..... \$100

Removeable Fresnel Prisms..... \$150
(allow viewing of images from VCR or other monoscopic source)

Truevision VidI/O boxes..... call for pricing
(convert analog RGB to NTSC composite input for helmet, one required per eye)

Position Sensing Systems

Logitech 6-D tracker, integrated into helmet..... \$1500

Ascension Technology The Bird™ \$3500

Polhemus 3Space Isotrack or 3Space Tracker..... call for pricing

Terms

1. Pricing/Payments: Prices are F.O.B., Virtual Research, Sunnyvale, California. Terms are net 10 days from date of shipment. A service charge of 1.5% per month will be added to overdue balances. Taxes, duties and other charges are not included.
2. Warranty: The Flight Helmet is warranted to be free from defects in material and workmanship for a period of 90 days from date of delivery, provided the product has not been subjected to misuse, neglect, accident or improper care. If the product should fail due to no fault of the Buyer, Virtual Research will at its option either repair or replace the defective product without charge for parts and labor. Repair work will be warranted for the remainder of the warranty period or for a period of 30 days, whichever is longer. This warranty is the exclusive warranty given in lieu of any other express or implied warranty.

Position sensors are warranted by the manufacturer, information is available upon request.

3. Limitations of Liability: If the delivered goods are not in working order as warranted, the Buyer assumes responsibility for any damages resulting from loss of use. Virtual Research's liability will be limited to the cost of good sold. It shall not be liable for any direct, indirect, incidental or consequential damages or personal injury.