

Virtual Reality Simulation of Psychosis © 2008



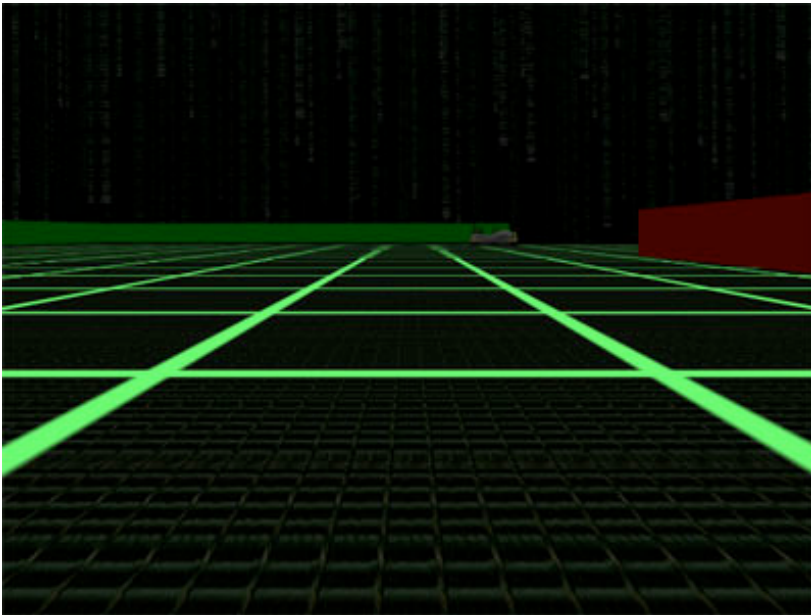
www.pmsmicro.com

1904 Brushcliff Road Pittsburgh, PA 15221 412.478.6126 psauter@pmsmicro.com

PMS Microdesign, Inc. is an interactive design company with over 20 years of improving the user experience. Our development has transcended many modern technologies including engineering, software, design, animation, virtual reality, simulation, video and audio.

primary projects

PMS Microdesign, Inc.



09/01/2010 Tron Racing Experience

Tron Racing Experience expands the Light Cycle sequence from the original film Tron into a modern 3D video game incorporating the visual feel from the Matrix with lighting fast Bumper Cars for large events, desktop, mobile, Web and gaming platforms.

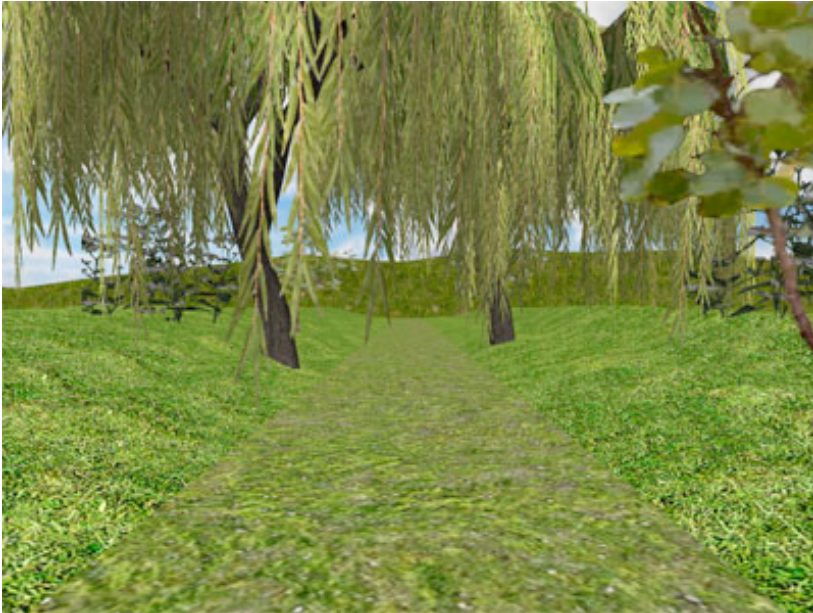
Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



09/01/2010 Alien Reality

Alien Reality is a 3D environment based on the Alien films and is designed to portray a sense of fear and danger including a stalking alien creature will attack and is available for desktop, mobile, Web and gaming platforms.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



08/01/1020 Nature Simulations

Nature Simulations are simple 3D environments for mobile devices like the iPhone, iPad and Android and are designed with low polygon terrain meshes to create realistic natural environments.

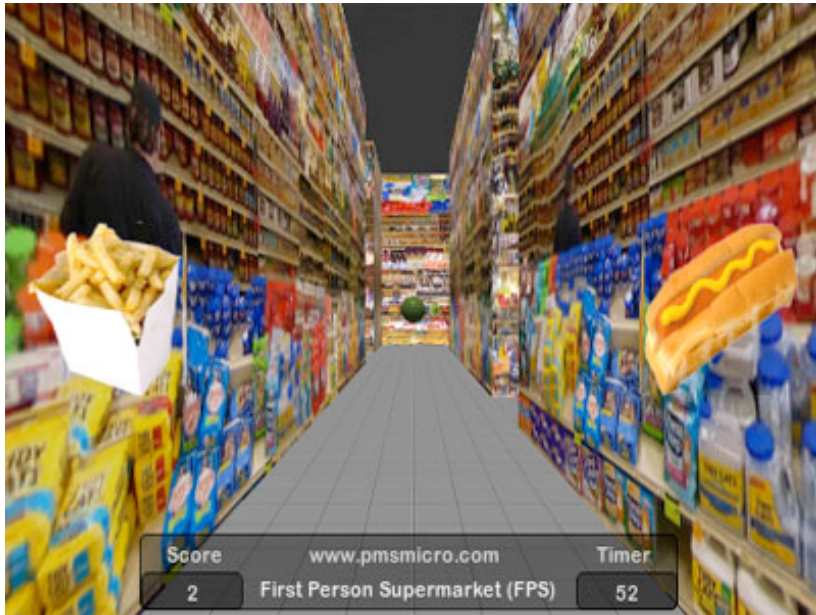
Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



08/01/2010 Mobile Race Game

The Mobile Race Game is designed as a branded virtual experience and competitive racing competition that links precision racing with precision electronic controls.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



02/01/2010 First Person Supermarket iPhone Game

The First Person Supermarket (FPS) Mobile video game teaches good food choices and combines Pac-Man and FPS game methodologies. Gobble up as many of the green spheres as you can before the time runs out avoiding bad foods and eating good foods.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



10/01/2008 Anne Frank Simulation

The “Anne Frank Simulation” is a computer generated historically accurate three-dimensional environment for exploring the Secret Annex. The learning concept is simple. Read the "Diary of a Young Girl" then explore the Secret Annex. The combination of reading and exploring improves the learning experience and enhances memory retention.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



01/10/2008 Virtual Reality Simulation of Psychosis

“Virtual Reality Simulation of Psychosis” is an educational simulation for experiencing psychosis that requires an individual to safely walk three blocks, while crossing busy streets, to reach a pharmacy, all the while being subjected to distracting auditory and visual hallucinations.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



01/01/2007 The South Side of Pittsburgh

The Virtual South Side of Pittsburgh is being developed as a means to visualize one of the most important and vibrant Pittsburgh neighborhoods. Now anyone on the South Side of Pittsburgh can interact with anyone anywhere.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



11/01/2006 Phipps "Rainforest Explorer" Exhibit

The "Rainforest Explorer" is an educational simulation for learning the layers of a rainforest developed for Phipps Conservatory. The simple to use drag and drop interface provides an easy way for placing plants and animals on the correct layers of the Rainforest. Anytime during the process the rainforest created can be explored in three-dimensions.

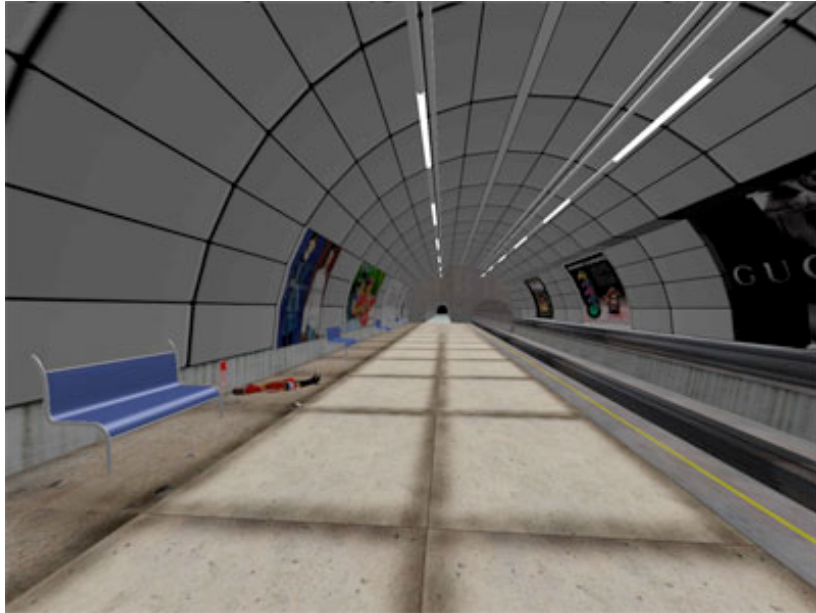
Conceptual Design, 3D Modeling, Programming,
Graphics Design, Sound Design



08/23/2006 Hybrid 2D/3D Web Site

The concept here is to utilize a Flash like interface with 3D gaming technology. The excitement begins when a Robotech machine crashes through the screen and opens into a full three-dimensional environment.

Conceptual Design, 3D Modeling, Programming,
Graphics Design, Sound Design



07012006 Crime Scene Reconstruction

The Crime Scene Reconstruction software enables crime scenes to be investigated in a 3D online environment and was developed in conjunction with a chapter written for Cyril H. Wecht's Forensic Sciences textbook.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



10/01/2005 The Reality Studio Office Simulation

The Reality Studio Office Simulation is patterned after a real office and is designed as a demo and meeting space. Virtual and real avatars demonstrate products and services and provide links to the Web.

Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



05/05/2005 KidsVR, a Game Development for Kids

KidsVR is an experiential social networking software application for transporting kids of all ages into realities of their creations. This software makes it easy to create inhabit and interact in three-dimensional environments, simulations and games on mobile, Web and gaming platforms.

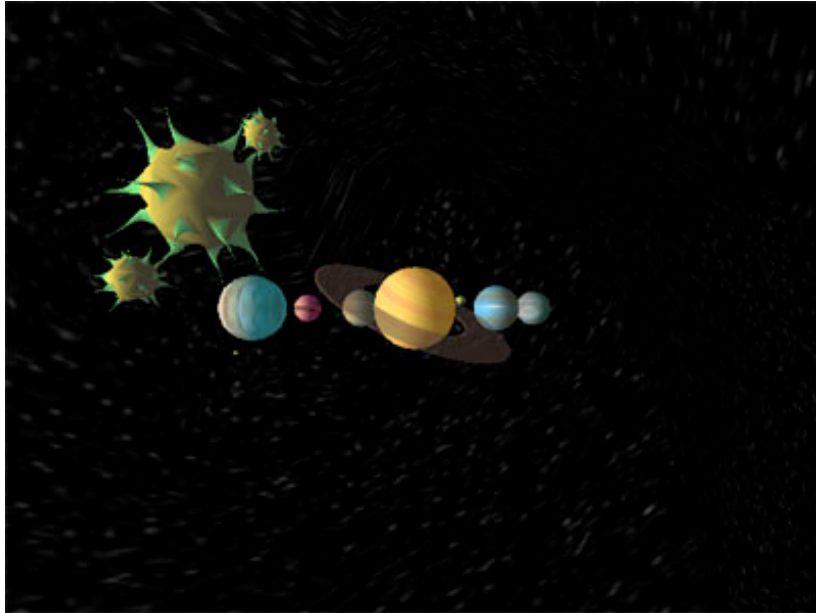
Conceptual Design, 3D Modeling, Programming, Graphics Design, Sound Design



11/01/2003 Clarinex VR Exhibit

The Clarinex VR Exhibit incorporated three 42 in. Plasma displays around the outside and three VR stations inside the exhibit. Each of the VR stations included VR goggles, vibrating bases and walking sensors to improve the visitor experience.

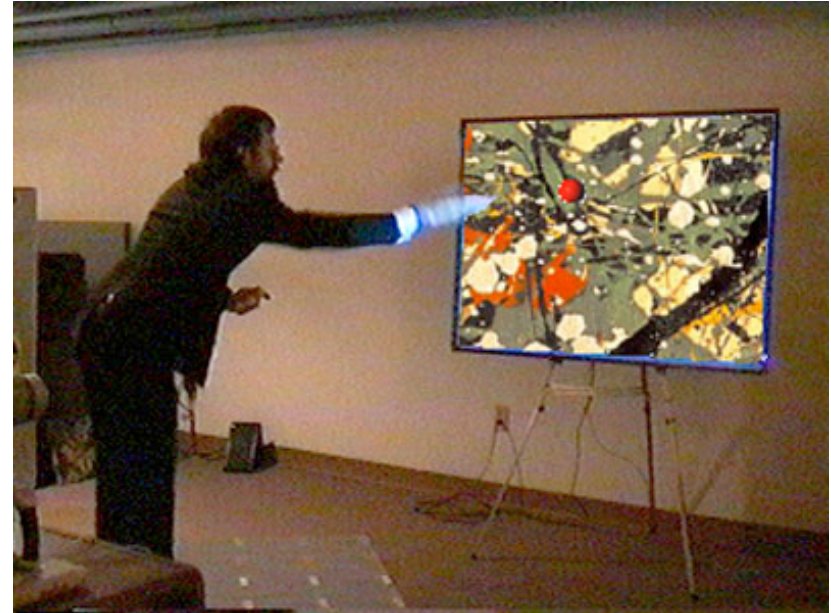
Conceptual Design, 3D Modeling, Programming, Hardware Design, Graphics Design, Sound Design



11/01/2003 Clarinex VR Exhibit Software

The Clarinex VR Exhibit Software provided for two virtual experiences incorporating 3D animations into real time 3D adventures. Both experiences use VR goggles with one a blasting space adventure and a walking quest through a city.

Conceptual Design, Programming, Hardware Design, Graphics Design, Sound Design



06/01/2001 Jackson Pollock Simulation

Jackson Pollock Simulation incorporates Nerf Sensing Screen technology into a painting experience. A personal computer and embedded controller analyses Nerf balls thrown at a video screen and displays a paint splats at their locations.

Conceptual Design, Programming, Hardware Design, Sound Design



01/23/2001 Environmental Ambience Exhibit

The Environmental Ambience Exhibit combines a purely audible experience with that of nature setting. Sitting on the bench gives the illusion of being outdoors.

Conceptual Design, Programming, Hardware Design,
Sound Design



09/15/2000 Samsung Bubble Zone Exhibit (Summer Olympics 2000, Sydney, Australia)

The Samsung "Bubble Zone" Exhibit was a balloon experience based on Andy Warhol's Clouds. Large silver balloons are floating in a large room at arms reach ready to be grabbed by a visitor and carried to a scanning station.

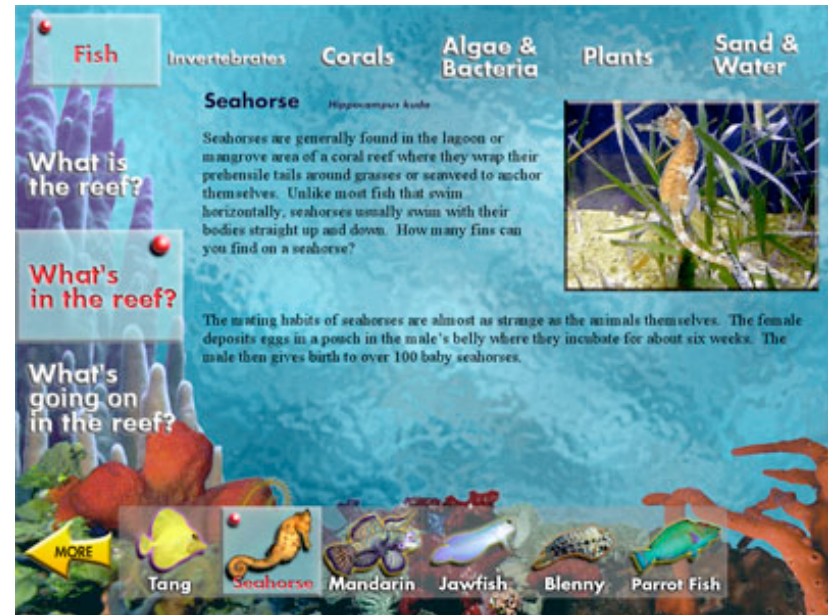
Programming, Hardware Design



05/13/2000 Virtual Reality Simulation of Schizophrenia

The Virtual Reality Simulation of Schizophrenia developed for Janssen and places the viewer into the mind of schizophrenic patient, has appeared on ABC New 20/20, been viewed by thousands and is still in use today.

Programming



12/01/1999 Carnegie Science Center Aquarium Kiosk

Carnegie Science Center Aquarium Kiosk helps to quickly identify all the life within the aquarium. The unique interface design allows for quick access and dynamic scrolling icons.

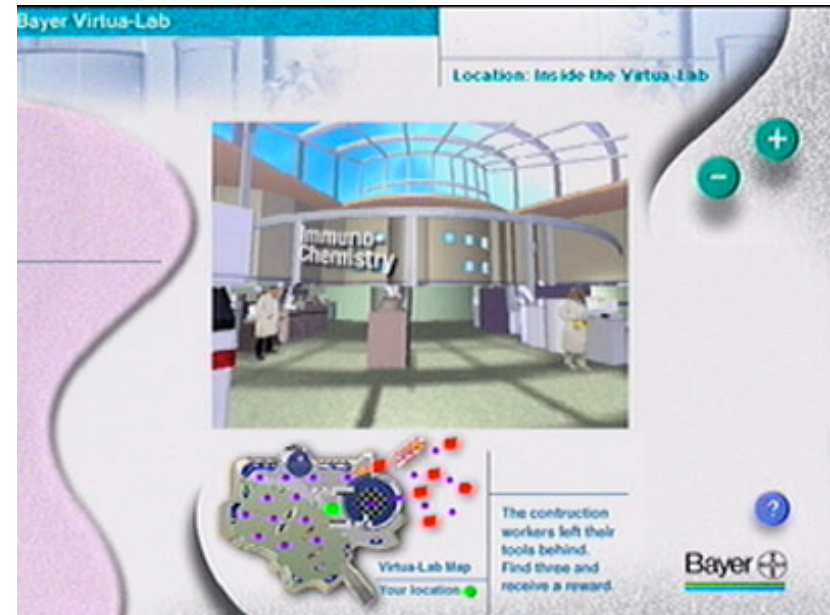
Programming



04/26/1998 Kids Kingdom Kiosk

The Kids Kingdom kiosks at the Pittsburgh Zoo each utilize a large monitor on top and a touchscreen below. Each activity is fun like dragging a piece of pizza to Meerkat and getting a yuck response or walking through a Bat cave with a flashlight.

Programming, Sound Design



10/15/1996 Bayer Virtual Laboratory Software

The Bayer Virtual Laboratory Kiosk software was developed using Macromedia Director and Apple's QuickTime VR engine and utilizes a touch screen to navigate through the laboratory. This all happens as you move the rotating monitor around.

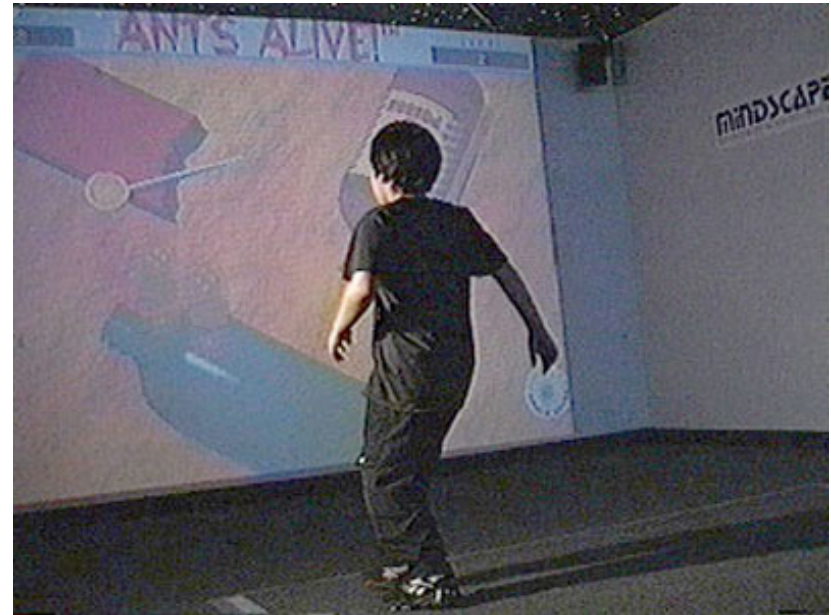
Programming, Hardware Design, Sound Design



10/15/1996 Bayer Virtual Laboratory Rotating Monitor Kiosk

The Bayer Virtual Laboratory Kiosk is a freestanding circular structure with a rotating touchscreen monitor mounted on top. Designed like a periscope, this kiosk enables viewer to tour a virtual laboratory and interact with Bayer laboratory products. An embedded controller was developed to read two rotary encoders.

Programming, Hardware Design, Sound Design



04/05/1995 Ants Alive! Artificial Reality Game

The Ants Alive! Artificial Reality Game integrates an embedded processor, firmware, eight-foot floor sensor pad, software and a video wall to create a system that combines interactivity with physical activity.

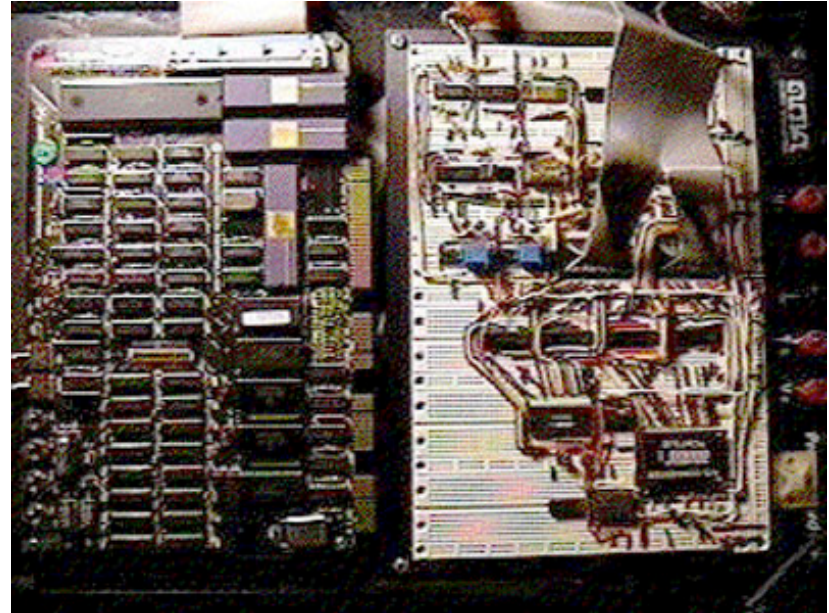
Programming, Hardware Design



11/10/1992 Reality Satellite Environmental Controller

The Reality Satellite Environmental Controller turns any computer into an environmental controller. It provides 3D sound, audio input selection, sound, light and proximity sensing, serial, midi and network ports and IR remote Control.

Conceptual Design, Programming, Hardware Design, Sound Design



06/25/1985 Digital Audio Signal Processor

The Digital Audio Signal Processor used technology that was the basis for the Compact Disk (CD) system and all digital sound. The design utilized a Motorola MC68000 microprocessor, the same chip used in the first Apple Macintosh and 16-bit analog converters.

Conceptual Design, Programming, Hardware Design, Sound Design