Women in STEM: 3 of VR's Greatest Female Innovators

Elephant seals are the only other mammal to use rhythm to 'talk' to each other
Science and technology has always been dominated by men. However, it is not surprising to see women making waves and innovating to bring science and technology to a new level. In the field of virtual reality, there are also women, whose names might not ring a bell like Mark Zuckerberg does, who pushed the technology into a higher level to become what it is now.

Char Davies

Char Davies interest in computer graphics only started in the mid-80s where she joined a 3D animation software company called Softimage where she became the vice president of its virtual research department. During her stint there, she created the Interior Body Series, which were shown in lightboxes to demonstrate that computer images can achieve a real-life painting quality.

In 1993, she created Osmose, which gave users a virtual reality experience as they navigate a landscape using breathing and balance. She developed the technique even further by creating Ephemere where she integrated the principles of Osmose with interactive gaze to explore what’s inside the human body. Her work broadened the use of virtual reality.

Nicole Stenger

STEM has always been lacking in women; however, it is not surprising that there will always be women who showed ingenuity and excellence in this field. When it comes to VR technology, here are three women who helped shape the technology from where it is today.

SNES Classic Mini Pre-Orders Retroactively Limited To Just One Unit [VIDEO]
Jul 06, 2017 AM EDT
Nintendo announced last week the all-in-one 16-bit games, SNES classic mini. However, the Japanese tech company’s highly anticipated console sold out ...

Moto X4 New Specs Out, Includes Snapdragon 630, 4GB RAM And 64GB Storage [VIDEO]
Jul 06, 2017 AM EDT
Motorola is expected to debut its mid-tier Moto X4 Android smartphone on Google’s Project Fi. However, Moto X4’s new specs have surfaced, and gave ...
Nicole Stenger created the first immersive virtual reality movie called 'Angels' while she was just a research fellow at MIT between the late 90s and early 90s. To watch the movie, participants had to wear a head-mounted display and a VPL data glove in order to get into a virtual world filled with angels. Stenger followed this with two more VR movies to create a trilogy. Aside from the 'Angels' trilogy, she also wrote some notable books that have become authorities in the subject of virtual reality. At the moment, she is working to bring her works to different VR headsets which include the Oculus Rift.

Carolina Cruz-Neira

Carolina Cruz-Neira graduated from the Universidad Metropolitana in Venezuela. Then she came to the United States to pursue her master's degree at the University of Illinois at Chicago. While most innovations focused on mounted headsets, Cruz-Neira focused on room sized virtual reality. While working on her PhD dissertation, she worked with a team to design the first CAVE (Cave Automatic Virtual Environment) in 1995. As opposed to the mainstream virtual technology nowadays, this type of VR technology does not require the person to wear a headset. Instead, the rooms are fitted with various kinds of devices, sensors, and projectors. This is also the type of VR technology that most researchers use to test different kinds of simulations.
Women in Virtual Reality and Immersive En…

Tags 3 of VR’s Greatest Female Innovators, VR Female innovators, virtual reality

2017 University Herald, All rights reserved. Do not reproduce without permission.

From the Web

Anonymous Hackers Alien Claims [VIDEO]
Jun 28, 2017 AM EDT
NASA official says no alien has been found until today.

International Cyber Attack Strikes Again: Ransomware Hits Companies Worldwide [VIDEO]
Jun 28, 2017 AM EDT
Over 2,000 computers in about a dozen countries were affected.

Jun 28, 2017 AM EDT
Do celebrities really affect marketing?

Student Loans In Focus: How Much Do Students Really Borrow To Attend The Top 10 Schools [VIDEO]
Jun 26, 2017 AM EDT
For most students, going into the Top 10 schools is a dream come true. But is the expense in studying in these schools worth it?

Related Articles

Discover What Jerusalem Looks Like During The Time Of Jesus Christ Through VR
Avatars May Change And Transform The Role Of Teachers In Education [VIDEO]
SheTech Explorer Day Program Helps Utah Girls Prepare For STEM Careers

University of Southern California Invites Disney CEO to Talk about VR, Robots, More
Ways Technology In Education Helps Improve Student’s Performance [VIDEO]
Sony Surprised By Upsurge Of PlayStation VR Sales; Sales Peak Almost At One Million Mark
Wotumhi Tohoaye

Generate cash From home right now... Just work 4 to 6 hours daily and make $97 per hour... It's a fantastic job forever Specially for studends or thoes persons who want to join part time job... you can check or join this by below URL...

https://web.facebook.com/URC/app/190322544333196/