Remit

• *Sense*
  - Sensors, Detectors, Tracking

• *Show*
  - 3D, Modelling, Visualization

• *Interact*
  - Interfaces, Games, Social
Prototyping the Post-Perspectival
EngD research conducted by Thomas Pearce
Read more

Probabilistic risk assessment
EngD research conducted by Valentina Marinicini
Read more

Fibre Geometry
A 2013 VEIV EngD Group Project by Benjamin Champion, Hannah Corcoran and Joep Moritz
Read more

Rendering Realistic AR Content
A VEIV EngD Project by David Walton, 2013 cohort
Read more

Media Multitasking
EngD research carried out by Jacob Rigby, 2014 cohort
Read more

Inpainting in panoramic media
EngD research carried out by Drew MacQuarrie, 2013 cohort
Read more

Healthier staff diets in the NHS
EngD research carried out by Lucy Campbell
Read more

Life Cycle Impacts
EngD research by Yair Schwartz
Read more

Estimating Monocular Depth
Research Post from Clement Godard, 2012 cohort
Read more

X-ray computed tomography
Research Post from Hannah Corcoran, 2013 cohort
Read more
EngD VEIV

2001 - 2018
EngD ?

2018 - ?
Across many disciplines design, modeling, and fabrication are being increasingly performed in 3D. This creates a unique opportunity to create end-to-end **computational frameworks** to support design and planning by jointly taking into consideration machine limitations, human affordance, environmental context, application-specific regulations, etc.
The next-generation of user interfaces will be user-centric, based on advanced virtual reality and augmented reality systems. Sense will have three main strands: development of next-generation mixed-reality systems; content generation, and content platforms for these systems; deployment and application of these systems with a broad range of design, science and engineering disciplines.