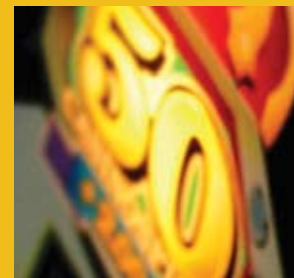




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touch-free technology

universal studios japan and gesturetek create motion-sensing interactive roller coaster

Universal Studios Japan takes visitors on a ride into the future of entertainment with GestureTek's patented 3D depth-sensing and multi-touch technology, used in the new multi-million dollar 'Space Fantasy' attraction.

"Space Fantasy is the first theme park ride to venture into 3D depth-tracking rider experiences," says Vincent John Vincent, President of GestureTek. "With GestureTek's world-first use of multi-touch and 3D tracking in a ride environment, we have taken our 3D gesture tracking invention to the next level and raised the bar for everyone in 3D gesture control space."

Using 3D cameras that scan the surrounding environment and detect movement, GestureTek created an innovative and exciting way for guests to interact in free space with dynamic multi-media imagery in the pre-ride area. On the actual ride, GestureTek's touch-free multi-touch interface adds a collaborative element to the rider experience, so that guests can interact together with on-screen elements while working towards a common goal.

"Our immersive gesture control systems are the inspiration for the technology behind Kinect, so it's fitting that GestureTek has taken this capability from the home to the public," said Vincent John Vincent, President of GestureTek.

GestureTek's award winning interactive gesture-control technology was used in two different parts of the attraction.

Visitors line up next to 85 feet of motion-driven 'Harmony Walls' designed to provide a unique and engaging interactive experience. Using an array of 22 integrated 3D depth cameras, 13 projection systems, a custom-designed tracker and 16 rack-mounted quad-core computers, GestureTek created an intelligent, vision-equipped environment where the heads of up to 66 guests and 132 hands can be tracked. The system's tracking capabilities track an entire audience and their specific gestures, providing visitors with the ultimate interactive experience.

GestureTek managed the creation of fun custom content featuring animated intergalactic 'sun fairies' that tumble, fly, lead visitors and scatter in reaction to visitors' movements and gestures. "Our 3D tracking system can be configured to respond to a broad range of one-handed or two-handed gestures, including swipes, circular motions, pokes, waves and more," said Francis MacDougall, GestureTek's Chief Technology Officer. "The Space Fantasy attraction primarily utilizes intuitive pointing gestures, to guarantee easy and immediate user interaction, with no learning curve."

As part of the ride, GestureTek's multi-touch software and custom-designed camera array powers an interactive experience where, for the first time ever, riders can control content on the screens around them, simply by gesturing with their arms.

The premise of the Space Fantasy ride is the impending death of the sun. As guests travel by cart up a 98 foot in-ride climbing tunnel lined with Barco LED display tiles, they can collect energy from the 'Stardust Clouds', that will be used to re-energize the sun.

"The tunnel ride is the first 'in-ride' device-free interaction that we have seen," said MacDougall. "GestureTek is one of a very few organizations possessing the in-depth knowledge of cameras, infrared and multi-touch required to isolate multiple hand movements while ride cars are in motion."

"We approached GestureTek on this project because we knew they had the unique skills and experience in camera-based multi-touch and 3D vision to bring this attraction to life," said Matt Jones, Project Lead, Universal Studios. "Space Fantasy will leave a lasting impression in the hearts and minds of our guests."

During one of the ride's lift hills, guests glide past a display wall and can interact with the images. Photo courtesy of GestureTek.





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