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November, 1994
Volume 7, Issue 11

0 70992 37371 0 11

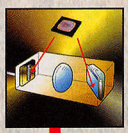
EXCLUSIVE FIRST LOOK AT NINTENDO'S NEW 32-BIT VIRTUAL REALITY SYSTEM

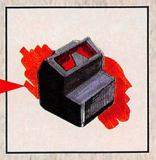
Nintendo's new 32-Bit Virtual Reality 3-D system may have had its roots in the military.

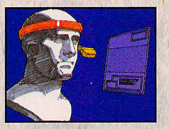
The new technology uses the Private Eye technology used by air traffic controllers and the military in the Gulf War. The actual system they used featured a head-mounted unit.

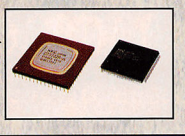
Nintendo's portable unit will look much like this GAF viewfinder, to give you the 3-D Virtual Reality in a box.

The system is made up of three key components: an LED unit with a mess of red LEDs, a magnifier lens, and a swiveling mirror unit. The LEDs flash, the lens magnifies the light, and the mirror creates the image. The retina of your eye retains the light for an instant, so by swiveling the mirror quickly, your eye perceives the wide image and not just a vertical column of light. Sources have revealed that Nintendo's system will have two sets of these, one for each eye, to get the proper 3-D virtual reality effect.









The system won't attach to your body and there won't be any head-mounted device needed to get the full effects of the system. Nintendo has already confirmed this. They also have said that their 32-Bit machine will be much like NEC's PC-FX system, which looks as though it isn't going to fly.

Several licensees, including Hudson Soft of Japan are working on games, but no one wants to go on record just yet, because everyone is skeptical whether or not the unit will sell well.

GREYSTONE TECHNOLOGY RIDING ON A CLOUD OF VIRTUAL REALITY EXCITEMENT

If you're looking for a Virtual Reality experience, then Greystone Technologies might just have what you've been waiting for.

They develop Virtual Reality experiences, intelligent simulations, and artificial intelligence based software for commercial and defense industry uses.

They also design specialized software for military aircraft and dabble in sophisticated air combat simulators.

With the expanding Virtual Reality market, their titles—Virtual Voyage, the Pterandon, and Labyrinth Rangers—are becoming popular with VR fans.

They're expanding their market and setting up their Virtual Reality settings with entertainment and promotional industries.

San Diego will be their first Entertainment center starting in the middle of '95 and they hope to set up other operations all over the world.

For several years, Virtual Reality (VR) has been promoted as the next media revolution.

VR will have many advantages and many different applications.

Doctors will be able to practice delicate surgeries in Virtual Reality operating rooms, so they could prepare themselves for very delicate operations.

Fighter pilots can rehearse dangerous missions and familiarize themselves with the terrain they will be flying over.

Chemists will be able to test new compounds without blowing up their lab. The list goes on.

Virtual Reality will also provide a new level of interactivity in many areas including education and entertainment.

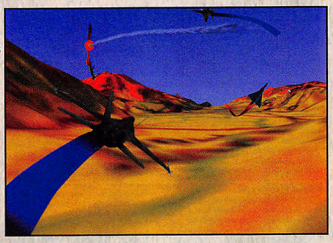
Greystone developed the company with an initial $2,000 investment in 1988. Since then the company has grown by leaps and bounds. Initially the company used its skills with federal agencies and government contractors. The company targeted the avionics software industry, offering a blend of skills and technologies, including real-time interactive control, war game design, visual database development, networking, and other technical projects.

Yesterday's defense tools are becoming today's electronic plowshares. Today, with the new technology, a 10-year-old can harness the sights and sounds of Virtual Reality created with the same sophisticated technology used to train pilots and battlefield commanders.

In the VR game shown here, users can climb into the cockpit of an F/A-18 fighter and fly an actual mission that was flown during the war in the Bakka Valley. The simulation uses some advanced real-time imagery.

"It takes real engineers using calculus to develop sophisticated programs," says Richard A. Smith, Greystone's president. "VR is an experience made possible by intelligent software systems running on powerful computing platforms. We're one of the few companies who know Virtual Reality."

The sky is your battlefield.



A mission in the Bekka Valley awaits you and your flying skills.