DEVELOPMENT OF CLUSTER-BASED VR-APPLICATIONS USING OPENSCENEGRAPH

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ABSTRACT

In this paper we will describe about a development the cluster-based VR-Applications using OpenSceneGraph. The OpenSceneGraph does not support cluster, so it is not possible to use the OpenSceneGraph without modifications for development of cluster-based VR-Applications. In this paper we will show how the OpenSceneGraph could be extended to be used for the development of cluster-based VR-Application

Keyword(s): OpenSceneGraph, CAVE, Cluster, VR-Applications, computer graphics

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