● Masahiko Inami, Naoki Kawakami, Taro Maeda, and Susamu Tachi
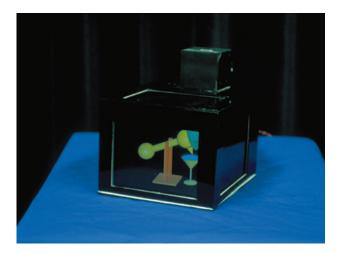
The MEDIA³ (MEDIA CUBE) consists of liquid crystal displays arranged in the shape of a cubic body. In coordination with the motion of an operator's head and the MEDIA³, synthesized images of virtual objects (an insect, a tropical fish, artworks, a medical image, etc.) located inside the MEDIA³ appear on each LCD. The effect is exactly the opposite of that generated by an OMNIMAX or CAVE system. Instead of an operator located inside the virtual world, operators of the MEDIA³ see an inner virtual world from outside. In other words, the MEDIA³ is an object-oriented display.

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