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**Overview**

VRoom is a Windows-based, three-dimensional (3-D) desktop environment that provides a "workroom" for users to efficiently filter and absorb large quantities of information from a variety of sources. VRoom was created for a command center environment to provide a flexible 3-D virtual room in which the user can run multiple applications and interact with them by placing them on the "walls" of the room.

VRoom’s architecture supports adding new data sources to its environment, seamlessly integrating custom 3-D visualization components, and the configuration of an intelligent software agent to filter information, provide alerts or be tasked with accomplishing domain specific jobs. Its most comprehensive visual system, the Sand Table, translates two-dimensional maps into a three-dimensional viewing tool.

The VRoom framework allows for real-time interaction with local and remote multi-platform applications, providing remote users with a sense of context essential to collaborative environments and distributed command centers.

**Applications**

- Industrial Process Control
- Manufacturing/Assembly Lines
- Wall Street/financial trading
- Network Operations Centers for telecommunications and power companies
- Air Traffic Control/Air Operations Centers
- Homeland Security/Intelligence Centers
- Gaming

**Additional Information and Links**

Contact MITRE Technology Transfer Office - 703-983-6053

Visit: [http://www.mitre.org/tech_transfer/vroom/index.htm](http://www.mitre.org/tech_transfer/vroom/index.htm)

“VRoom puts info streams into perspective”