

Stanford eCorner

Technologies of the Future

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Jensen describes 3D technology that he expects will become popular in the near future: lightweight displays that can be worn as goggles allow the user to be immersed in a 3D environment just by looking around.



Transcript

I would love to build the world's first holodeck.. I would love for the characters to touch back.. I think that no question, we're going to move in that direction.. There are in fact interesting technologies.. But one of the interesting technologies is extremely lightweight displays that you put on as goggles with head tracking.. And so, all of a sudden you are immersed in a 3D environment not by moving joysticks or the mouse, or you know, keyboards or whatever it is, just by looking around.. That has in fact quite an amazing ability to suspend you in disbelief.. The technology exists today is rather expensive.. The lightweight ones with high resolutions extremely expensive but it does exist today.. Head tracking technology, the latency is coming down to a level where it's almost unnoticeable..

There is no question that this type of technology will be available in the future.. The question is, what's beyond that? You know, I'll tell you that I don't know.. But I'm certain that as I get closer, I'll discover...