CURVE Virtual Reality Workstation

Reservation of this workstation must be approved by the Digital Scholarship Librarian.

Located in CURVE’s Photographic Room, the Virtual Reality Workstation is designed for students and faculty working on projects using VR technologies. Equipment includes an Alienware gaming PC, HTC Vive VR headset, and some of the software needed for 3D modeling and game design.

This workstation is also well-suited for digital tools requiring high-end processing power, such as automated mapping and photogrammetry.

Equipment Information
- Alienware R2 Desktop (32G RAM, 1080 GTX GPU)
- HTC Vive VR Headset and Sensors
- Drivers for Oculus Rift

For questions or requests, contact John Furst, PC System Specialist Lead, at jfurst1@gsu.edu