About Nerve Lab

Combining the latest in wearable neuroimaging technology, motion capture and AI-powered performer/audience analytics, Nerve Lab will provide a space for teams from across industry and UAL to develop R&D projects at any scale, both within the lab and out in the community.

Nerve Lab (Neurocognitive Experiments in Real and Virtual Environments) will allow human experiences to be quantified, studied, computationally synthesised and incorporated into new interactive artistic creations.

Resources

The resources will include:

Motion Capture System

- 18x Vicon Vero 2.2 cameras (2.2MP, 300hz)
- 1x FLIR Blackfly S camera (2.3MP, 150hz, Tamon 6-15mm Lens)
- 1x Vicon Beacom (RF Transmitter for Active markers)
- 1x Lock Studio sync device
- 1x Lock Lab analogue sensor device
- Software: Vicon Shōgun 1, Vicon Nexus 2, Vicon Tracker 4 and Vicon Evoke
- Accessories: Variety of suits, passive and active markers and virtual camera rig.

Eye-tracking

- Screen-based
  - SR Research EyeLink Portable Duo
  - Software: SR Research Experiment Builder and Data Viewer
- Wearable
  - Pupil Labs Neon Wearable Eye Tracking
  - Software: Pupil Labs Companion App and Monitor App
  - Accessories: -3 to +3 adult diopter kit and child-sized frames for ages 2-8

fNIRS

- 2x Artinist Brite

EEG

- 2x Enobio20

Computing

- 2x Intel i7 14700K CPU, RTX 4090 GPU, 64 GB RAM, 2TB SSD, Windows 11, 10GbE + Wi-Fi
- LG 27" 4K Gaming Monitor [27GP95RP-B]

Sound

- 8x Genelec 8330 APM speakers
- 1x Genelec 7350 SAM subwoofer
- 1x Genelec GLM kit
- 1x Allen & Heath SQ5 mixer with Dante card
- 1x Allen & Heath DT168 stagebox

Video

- 1x Panasonic PT-VMZ71EJ WUXGA 7,000lm projector

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