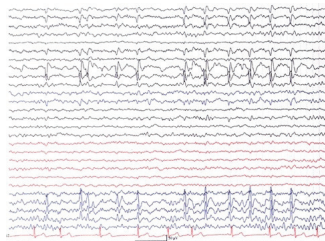# Scientific Visualization with Unity3D

I am presenting a project centered on creating a more immersive and user friendly method of viewing data. Using the video game creation software, Unity3D, I created a dynamic and interesting way to view EEG data.

Traditional EEG Data

Unity is an all inclusive game design platform. I wanted to use it as an interesting UI that would allow neurologists to activle switch between which pieces of data they are looking at and change how it is presented to them on the fly.
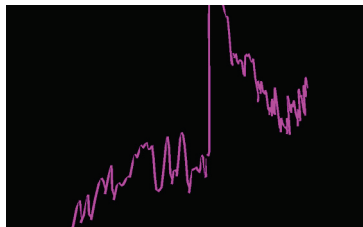
Each line of the data represents a different node on the EEG, and the data that node collected. However, it isn't completely necessary to view all of them at once, in fact it is somewhat difficult to discern. I made it so you only see one graph at a time, with the ability to switch between easily.

Sample Graph Segment

The Unity controls, designed for gaming, make it fairly simple to navigate the graphs, and of course everything is easily customizable to the user's liking. It is also usable with the Oculus Rift, making it even easier to change your view. Unity makes scientific visualization more accessible to the user as well as making it more eaily customizable.

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