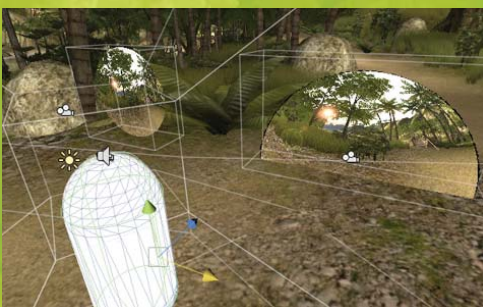


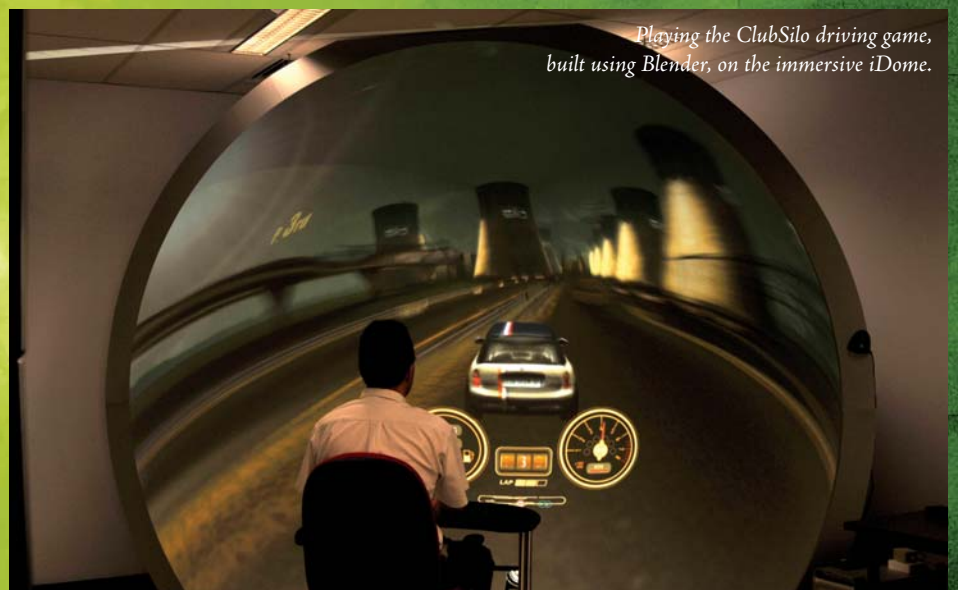
Mawson's Antarctic huts come to life on the iDome's spherical projection screen.



Playing the ClubSilo driving game, built using Blender, on the immersive iDome.



Working within Unity's scripting and development environment has helped Bourke correctly project gaming and immersive environments onto the iDome.



The iDome lets users drive through the Square Kilometre Array Pathfinder project site.

