Much work has been done in collecting scans of room sized (and larger!) areas for representation upon a computer screen, and in editing those scans digitally. Likewise, there are numerous programs for creating or altering objects using primitive shapes in a three dimensional work space. In this paper, the author discusses the design and implementation of tools that support the editing of room-scale scans within a virtual reality environment, and in real time. The moniker REVRRSS ("reverse" or, for Firefly fans, "reavers") thus stands for Real-time Editing (in) Virtual Reality (of) Room Scale Scans. The tools and methods were evaluated for usefulness by the author based upon whether they meet the criterion of real time usability: did the tools respond quickly enough to seem natural and fluid. Users evaluated the editing experience with traditional keyboard-screen-mouse and with a head mounted display and hand-held controllers for Virtual Reality. Results show that users overwhelmingly preferred the VR approach. Innumerable future projects are possible within the REVRRSS framework developed here.

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The public is welcome to attend.