

## **The Effect of Virtual Reality on Gait Variability**

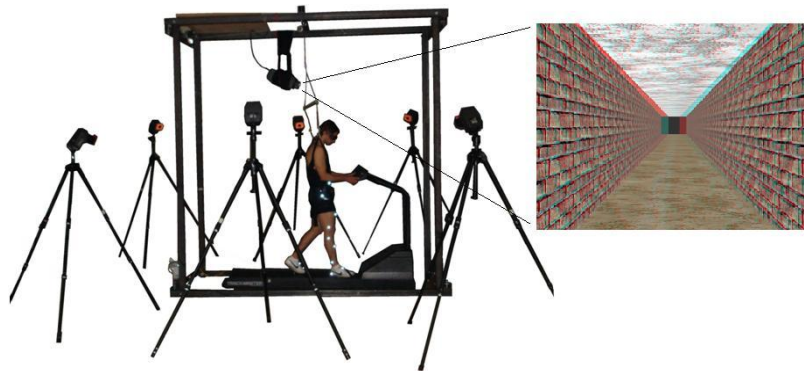
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**[Color Figure]**



**Fig. 1.** Experimental set up consisting of the treadmill and the body weight support system and the six-camera motion capture system. The projector was located right behind and above the subject's head and three meters away from the screen to ensure a wide field of view for the subject. On the right side, the virtual reality (VR) environment is shown as it appeared to the subject without the red-blue stereo glasses. The use of a stereo graphics card (nVidia Corporation, Santa Clara, CA) renders not one but two separate images on the screen. On viewing them with the stereo glasses, the two scenes merge and there is a feeling of depth of the rendered scene.