Virtual Museum

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A Virtual Museum

- A museum with dynamic exhibits.
- Current exhibits include a Planetarium, and a Jurassic Park.
- Each exhibit is linked to an orb in the lobby of the museum.
The Exterior

- Features grassy planes, trees and an asphalt road
- Building features two touch sensors
- Two viewpoints
The Lobby

- Each orb represents a link to an exhibit
- Orbs can included/removed based on the status of exhibits
- BSU logo functions as an exit
The Dinosaurs

- Currently have 3 specimens
- Each is anchored to a website.
- There are links that take you back to the exhibits.
The Planetarium

- Virtual model of our solar system
- Each planet is linked to an external webpage
Lessons Learned

- Creating background environments in VRML in lieu of 3DS Max
- Alternatives to work around rendering problems in VRML
- Limiting object complexity to reduce file sizes