Cosc 729 /Spring 2012

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A virtual Computer Science University:

- Gives a prospective students and faculties a proper assessment of the university
- Makes the university more accessible to the public
Implementation Tools

- Virtual Reality Modeling Language
- 3DMax Design Application
- Virtools 5.0 Design Application
- Cortona Web Player
Why virtual reality is the appropriate technology

- Immersion
- Imagination
- Interaction
Figure 1 shows the physical structure of the main building.
Figure 2 shows some students walking on the hallway
Figure 3 shows a classroom
Computer Labs

Fig. 4 shows a computer lab of the university
Problems

These are some of the problems encountered
1. Time
2. Limited personnel
Shortcomings

- The project only shows one classroom and one laboratory, with more time we could have shown more class rooms and laboratories.
Recommendation

- Provision should be made for more students
- Office of faculties should be shown
The End