Created, submitted, and produced by:
Dane Morgan
Stacy Reddick

STANE HOTEL: HOTEL SIMULATION
Goals and Objectives

- Creating a hotel simulation with detailed objects in Autodesk 3dsmax 2008;
- Implementing efficient functionalities in VRML; and
- Providing a realistic user interaction to the simulation.
STANE Hotel

- Established in March 2009
- Named after its creators, Stacy and Dane!
- Model is actually an actual hotel in Dubai, UAE, called the Burj Al Arab.
- Location: A discrete island in between South Carolina and Jamaica.
Lobby

- Consists of chairs, tables, a television, and a clerk’s desk.
- It will also contain an area where the person can use the elevator.
- Plants will be around perimeter to give the area a ‘real’ feel.
- Views of the outside will also be available to the person.
Rooms

- Two types of rooms: Luxurious and moderate.
- Luxurious
  - User can choose this elegant room that contains everything you imagine. From a beautiful bed to an entertainment area.
- Moderate
  - User also can choose this decent room that contains just enough to keep you comfortable.
Functions, sensors, lights, etc.

- **Omni Light**
  - To provide light to the elevator, hallways, and other narrow areas of the hotel.

- **Tough Sensor**
  - To access the entrance of the hotel.
  - To access the elevator door.

- **Anchor Node**
  - To change to different locations of the hotel.

- **Target Camera**
  - To provide the simulation with a user perspective.

- **Time Frame**
  - To animate the entrance and elevator doors.
Why Virtual Reality?

- Virtual Reality was appropriate for this project simulation because it would increase a hotel’s marketing values by providing customers realistic views and experiences of its various amenities.
Complications

- Exportation of .max files to .vrl files
- Time
Acknowledgements

- Bowie State University Computer Science Department
- Dr. Sharad Sharma
- Students of COSC 729