Group Members
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VIRTUAL REALITY

“High end user interface that involves real-time simulation and interaction through multiple sensorial channels”
Phases involved

- Modeling
- Navigation
- Converting to VRML
Modeling

- CAD files
- Extruding walls, creating doors and windows.
- Applying textures
- Placing avatars
Ground floor
Floors 1 & 2
Textures

- Furniture like chairs, tables and computers.
- Carpets, brown brick texture for walls.
- Avatars
The path for the users to navigate.

A* algorithm

Shortest path to be evaluated from multiple paths using A* algorithm.
VRML

- Converting 3ds project to VRML
- Adding some functionalities like sensors, light
QUESTIONS?