

Computer Science 411/611
Virtual Reality Systems
Fall 2003
Project 4 – Walking Space

Due: Thursday, 11/13/2003

Design and implement a virtual environment based on the viewer project you completed for the previous assignment. Create a space, such as an art gallery, that has some semblance of reality.

You may work individually, or in teams (preferred) of 2-4 (higher quality work will be expected from larger teams). You may want to consider balancing your team with both technical and artistic members. You may also want to include students with Maya experience to add high-quality components to your project. Designate a team captain to help with organization.

All projects must work with the head-mounted display located in Jordan G-20 or the Rhodes VR lab.

Students in 611 must create an art gallery that includes interesting pieces (paintings and/or sculptures). We'll discuss textures in class, as well as importing models from Maya.

All projects must be demonstrated in person. I will set up a sign-up sheet with 15-minute slots for each team to show their work. You may attend other demos (if the demonstrating team agrees) to see what others created for their projects.

As part of the requirements for this project and in order for others to view your work, you must create a web page with

- team member names
- a description of the project
- at least three different views of your world

Try to make your webpage interesting so that someone who sees it will want to visit your world.

Submit your tar'ed and gzip'ed code by e-mail (tadavis@vr.clemson.edu). Please include a makefile or compilation command, along with the URL for your project web page.