**Project 1 Readme**

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**Goal:** This project places an emphasis on creating a virtual experience with one of the tracking systems to enhance that immersive experience.

**Project Description:** Our project is placed inside a 3D city with a space skybox, giving a futuristic feel to it, and places the player in the shoes of a robot. At first we gave the player the robotic model, but we felt it would be more immersive if the player could not see himself (like in Myst). The player’s goal is to travel through the city (all directions, you even get a jetpack!) and see a futuristic city with patrolling dropships and robots.

**Backstory**: As their ancestors have done before them, humanity has refueled its explorer’s spirit to expand across the galaxy. However, exploration in the stars is tough and there are only so many habitable planets. With no technology to terraform, these few suitable planets become centers of great interest. As the Dynasty spreads thin, security weakens and many frontier colonies become a brooding ground for conflict. In Kronis IV, an industrial powerhouse for the Dynasty in deep space near the frontlines against the Navigators, battle has become a daily matter, and to protect its interests, the Dynasty has constructed space platforms serving as points of defense and refueling stations for ships to orbit around the planet. One of these platforms is lifting off today to join the others in defense of Kronis IV. As one of the few Emperor’s Blades, you represent his Divine Majesty’s presence on this planet and you are to tour the platform and grant the blessing of the Emperor to his loyal subjects.

**Tools:**

Microsoft Kinect: Tracking system of choice

Ogre3D: used as the 3D graphics engine.

Bullet Physics: used as the physics engine.

OpenAL: used for 3D stereoscopic sound.

Google Warehouse: where we found 3D models.

Google Sketchup: used to change and export 3D models.

Blender: used to make and export 3D models to Ogre.

Visual Studio 2010: IDE of choice for the project.

**Content:**

Project1 [Folder]: Contains the source code and all the models and .dll’s required to run it. This is taken straight out of VS2010.

VRProj1\_Release: The release for the project.

Bindings.txt: The bindings for the FAAST for the Kinect.

VRProj1.mp4: The video for our project. This is done using the Kinect’s camera (displayed on the screen) at the same time as showing the FAAST tracker and the program. Screen capture is then used (and it automatically records sound from the computer) and then a voiceover is applied over it.

VOScript.txt: A script for the voiceover in the video.

Project 1 Readme.docx: This file.