Virtual Classroom Layout

This presentation will discuss the layout format for the virtual classroom. Group members
Andrea Brooks, Lynardo Miles, and Melvin Squire were tasked to create a classroom using a 3D format.

The geometry make up for this classroom are the following

- board
- Computers
- flat panel television
- instructor's and student's desk
- Podium
- Door
- Windows
- Lighting
- projector with screen and additional models that fit the environment.

Textures and Animation

Several furniture models have been downloaded using the provided website listed on Dr. Sharma webpage. When constructing the wall we plan on using a concrete or color texture to cover and we want to using a hardwood or carpet texture as the flooring. Currently we do not have any carpet textures downloaded but we do have a dark brown hardwood floor texture to use for the flooring. We plan on using a texture that displays a background image for the flat screen television images. A window with a outside scenery texture will be added as a student's viewpoint. Double doors will be added as one of the viewpoints for the instructor. Envisioned users will be the students in the classroom and we will use a front/left/right navigation viewpoint and the instructor will have a the same but in at a different angle. The instructor's viewpoint will preview the students within the classroom and the student's will see the instructor's standing area. Additionally a viewpoint as if someone is walking into the classroom might be added and will include a 360 degree view of the room. In nut shell this room will have several rows of desk, a flat screen television on the opposite wall of the window, two stand up speakers in the front of the room in the corner, the professor's desk will be in the front of the room to the side, and the podium on the other. We two boards in the room, a computer on the professor's desk, and a clock above the board. We want to produce a photoristic image, meaning trying to replicate an actual environment.

Geometries