

# VIRTUAL BOWIE STATE UNIVERSITY LIBRARY

## Group Members

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# VIRTUAL REALITY

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

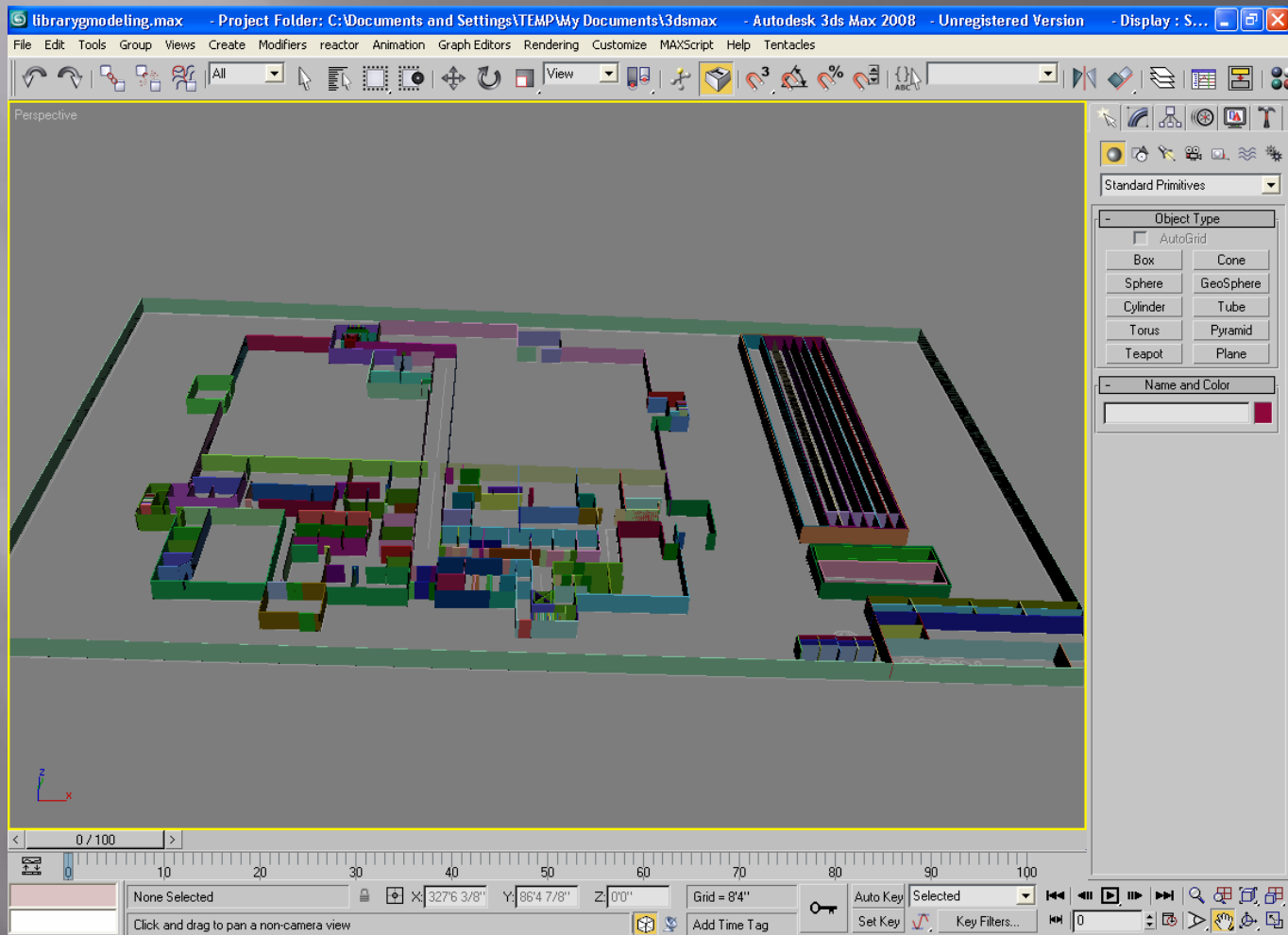
# Phases involved

- ▣ Modeling
- ▣ Navigation
- ▣ Converting to VRML

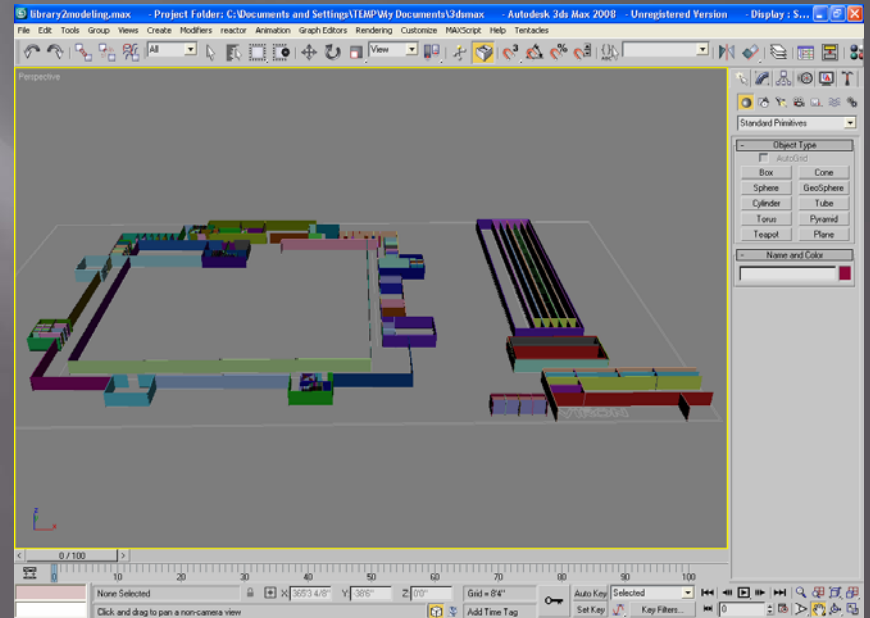
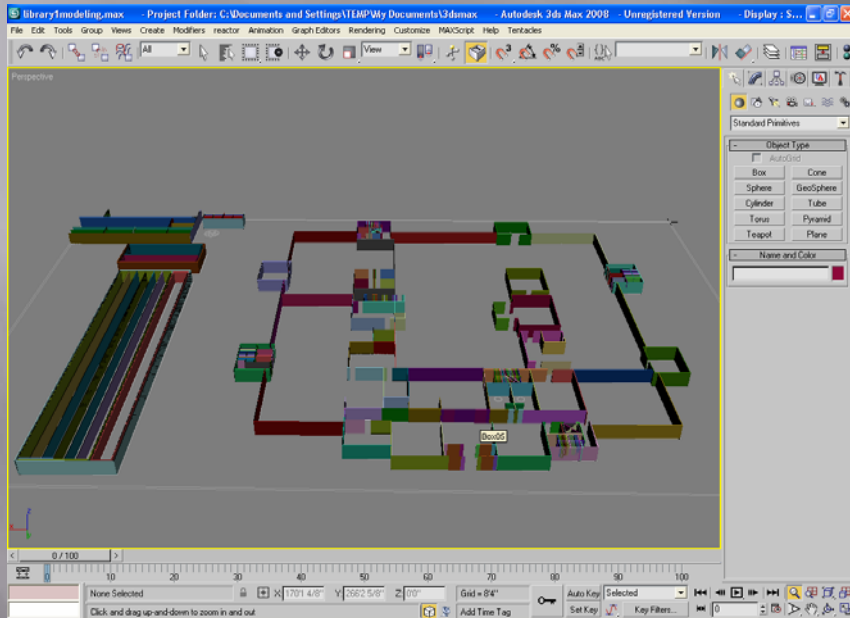
# Modeling

- ▣ CAD files
- ▣ Extruding walls, creating doors and windows.
- ▣ Applying textures
- ▣ Placing avatars

# Ground floor



# Floors 1 & 2

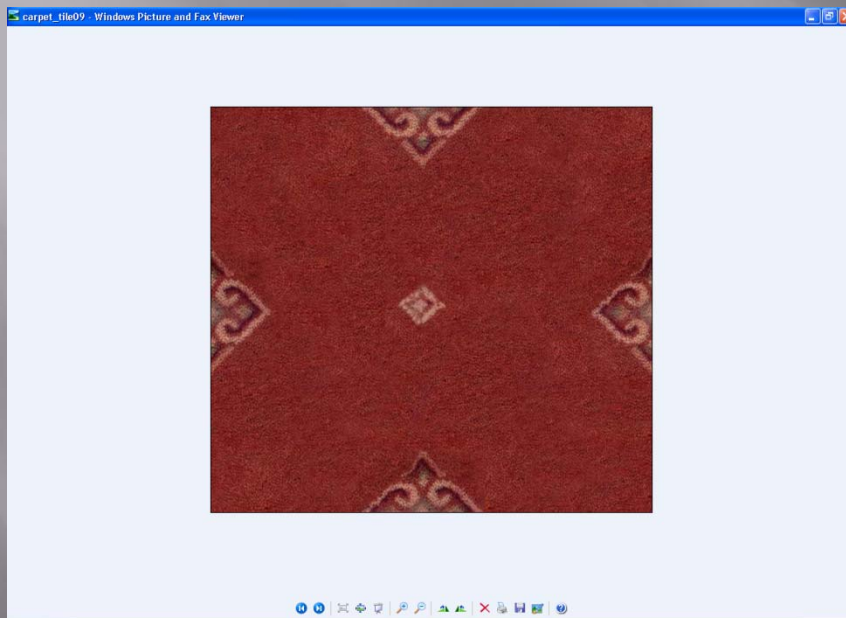


# Textures

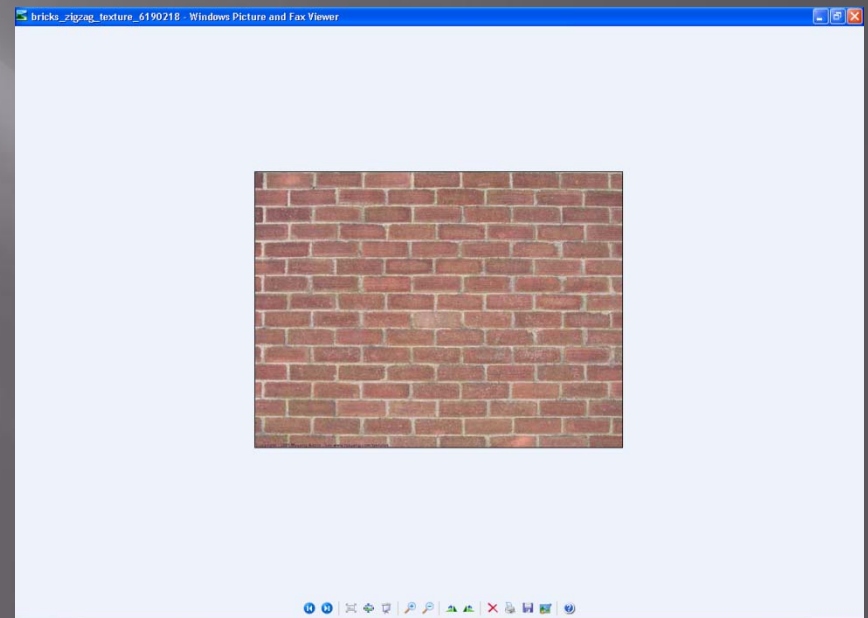
- ▣ Furniture like chairs, tables and computers.
- ▣ Carpets, brown brick texture for walls.
- ▣ Avatars
- ▣ Textures available at [www.turbosquid.com](http://www.turbosquid.com),  
[www.textures3d.com](http://www.textures3d.com), [www.the3dstudio.com](http://www.the3dstudio.com).

# Textures

CARPET



WALL





# Navigation

- ▣ 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?