



DULLES AIRPORT

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Goals & Objectives

- Add functionality to the airport
- Simulate a normal airport environment
 - Plane Take offs, etc...
- Adding to the Dulles Airport model



Major Tools

- VRML Pad
- 3ds Max

Modeling

- More people
- Vehicles
- Airplanes
- Skies



Planned Geometry

- Vehicles
- Aircrafts
- People

Textures

- Cement
- Asphalt

The Environment

- Consists of:
 - the airport terminals
 - the parking lot
 - main building (where bags are checked and tickets are purchased.)
 - Control tower
- The building interior consists of:
 - employees behind each counter
 - furniture for patrons to be seated

Problems

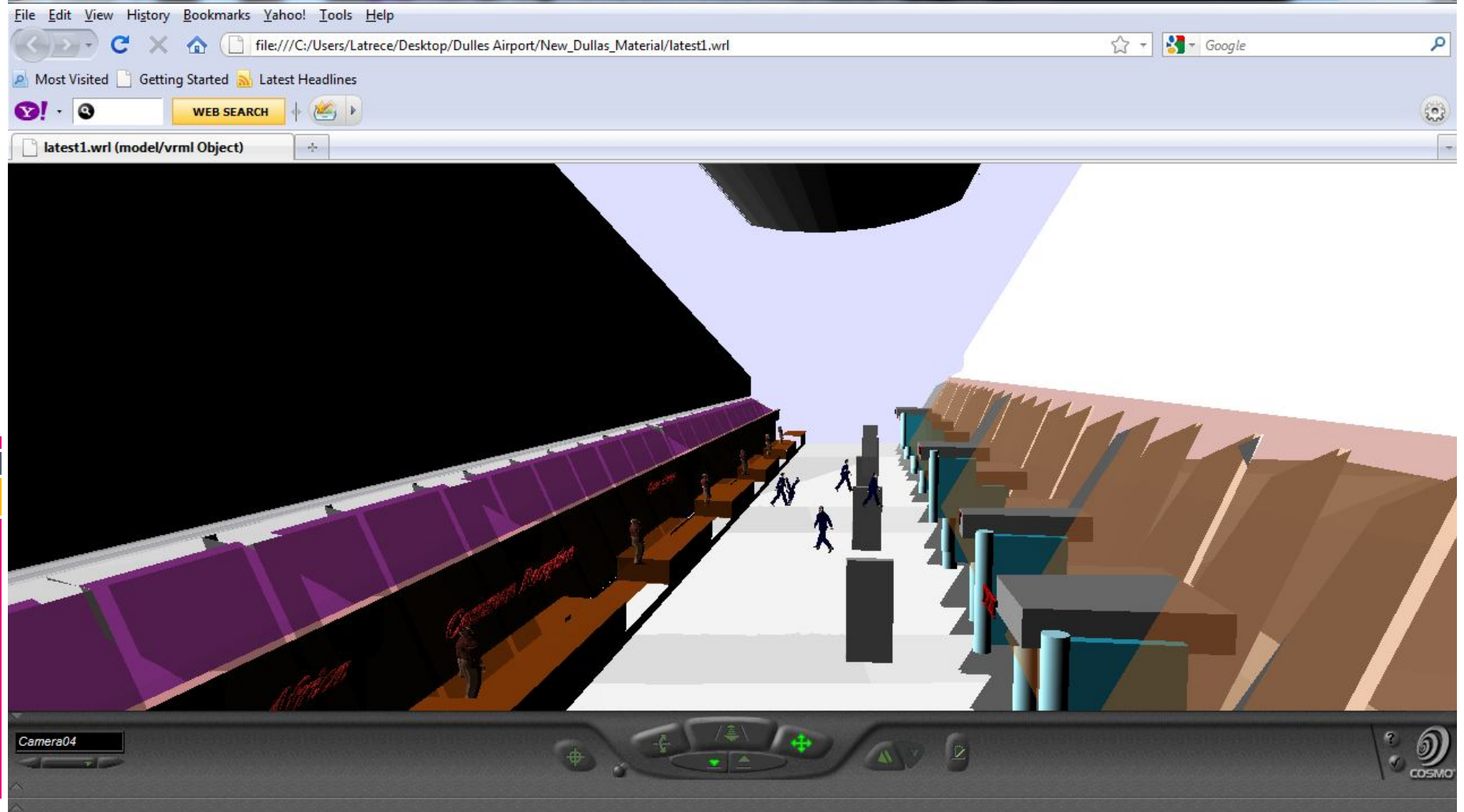
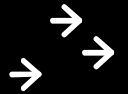
- Viewing and processing the project file.
- Working around the modeling and animation that had already been done and making it feasible for what we were trying to do.
- Time

Why is virtual reality the appropriate technology?

- Virtual reality is important for this project because it simulates the evacuation of an airport, which can be used as a safety precaution by the airport. Also, it will save money on a real time simulation in an airport, because it would be infeasible to run the simulation during business hours.

Dulles Airport

Airport Interior



Dulles Airport

Alternate View

