

# WATERLOO PROJECT

## “BATTLEFIELD SCENARIO”



# “Picture This”

- Battlefield of Waterloo was fought on June 18, 1815 (old environment)
- French vs. Russian and British armies battling after it finished raining (Very damp and muddy ground)
- Picture of Hougoumont as the background
  - Where the battle started in Waterloo



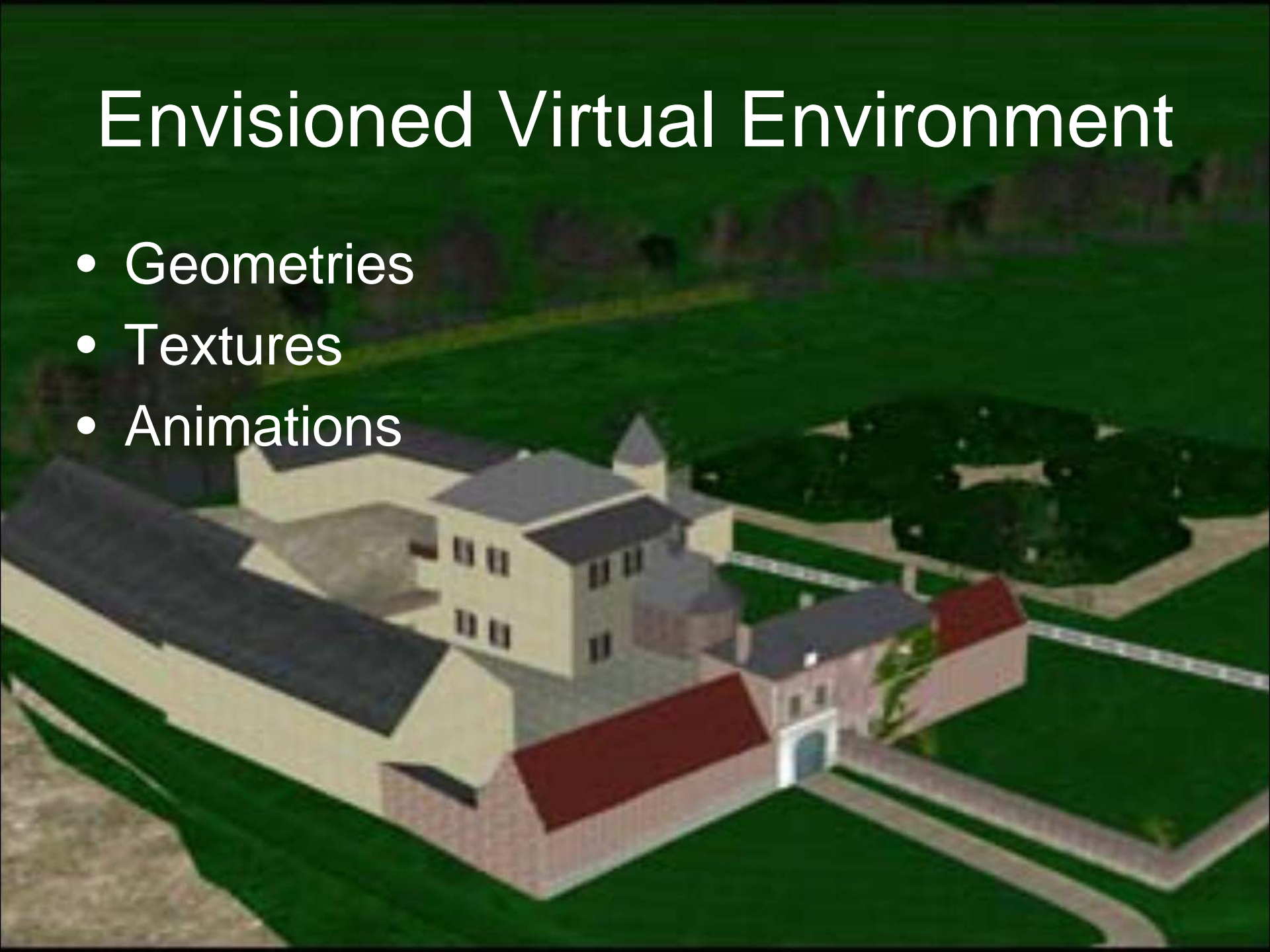


# Why Virtual Reality

- VR is the creation of real (as well as imaginary) scenes using computer generated graphics.
- Reconstruction of historical sites is one of the main domains in which VR has been applied extensively for two main reasons.
  - First, what remained from many of these sites is nothing but a tour site with many years of landscape changes. The only way to provide the visitors with views of how the site would look like during 1815 is to recreate scenes from different perspectives and locations of the real site using computers.
  - Secondly, by providing VR tours of a remote site, one can access and view the historical place using his own computer while staying home and without even spending a penny.

# Envisioned Virtual Environment

- Geometries
- Textures
- Animations





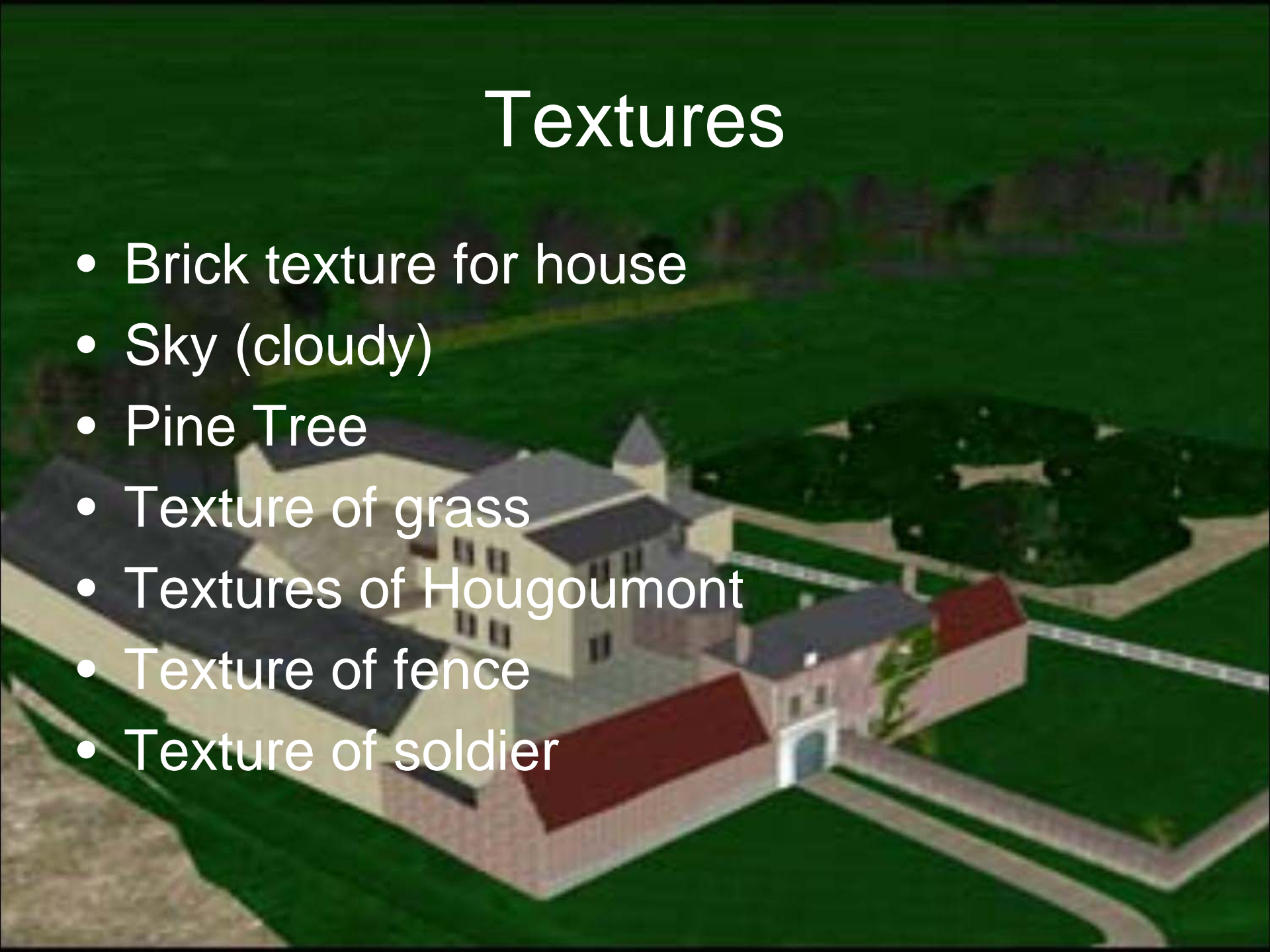
# Geometries

- Landscape (including road)
- Trees (before battle started)
- Various shapes to form the Hougoumont chateau
- Soldier
- Gun soldier holding
- Fence surrounding Hougoumont
- Trees



# Textures

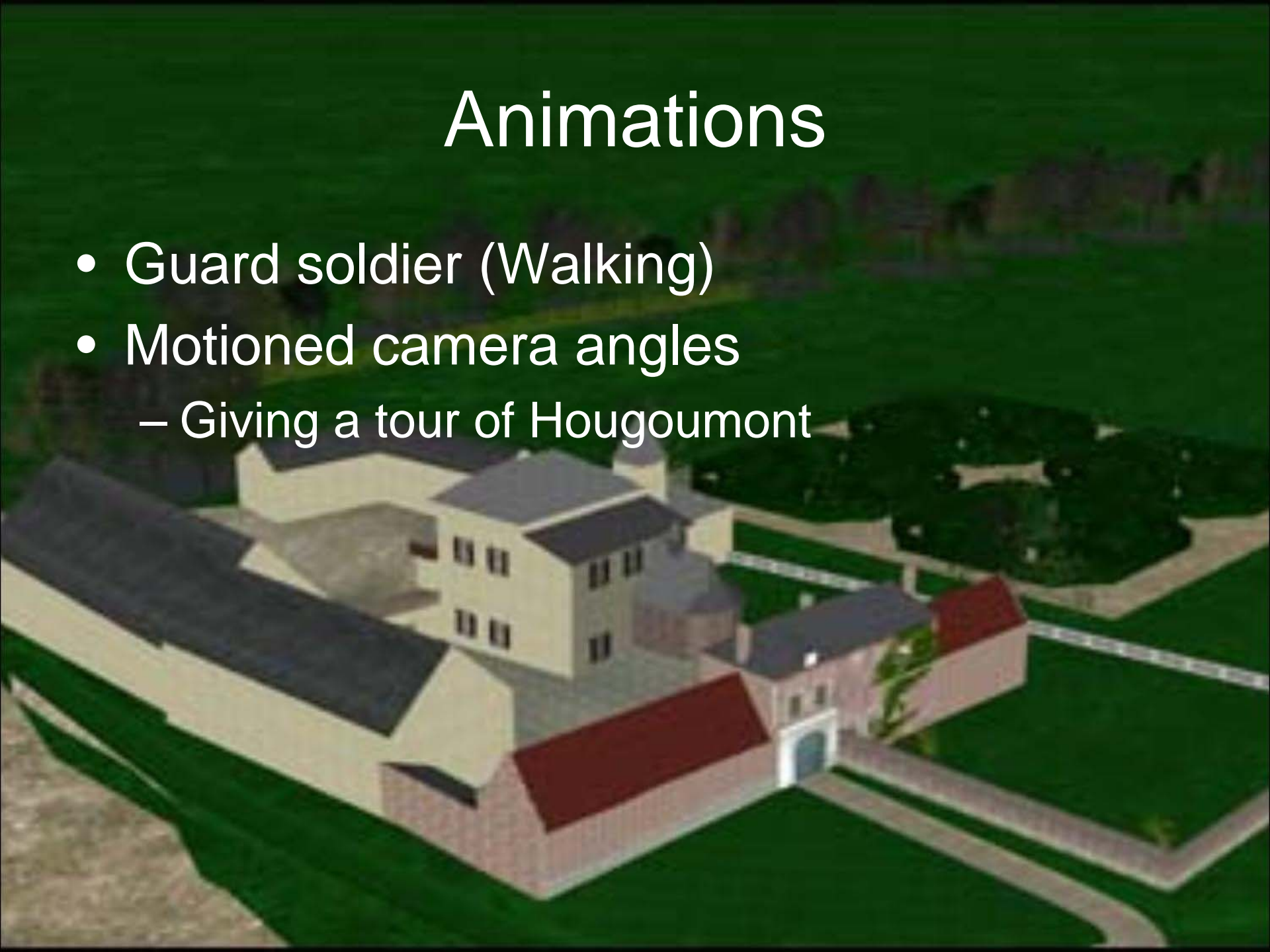
- Brick texture for house
- Sky (cloudy)
- Pine Tree
- Texture of grass
- Textures of Hougoumont
- Texture of fence
- Texture of soldier





# Animations

- Guard soldier (Walking)
- Motioned camera angles
  - Giving a tour of Hougoumont



# Software and Hardware

- 3D MAX CREATOR
- VRML PAD
- COSMO PLAYER
- COMPUTER





# Links

- <http://www.3dcafe.com/>
- <http://archive3d.net/>
- <http://www.amazing3d.com/modfree.shtml>
- <http://www-personal.umich.edu/~abehzada/Projects/Eng477.htm>
- <http://vp.salford.ac.uk/waterloo/>



THE END