

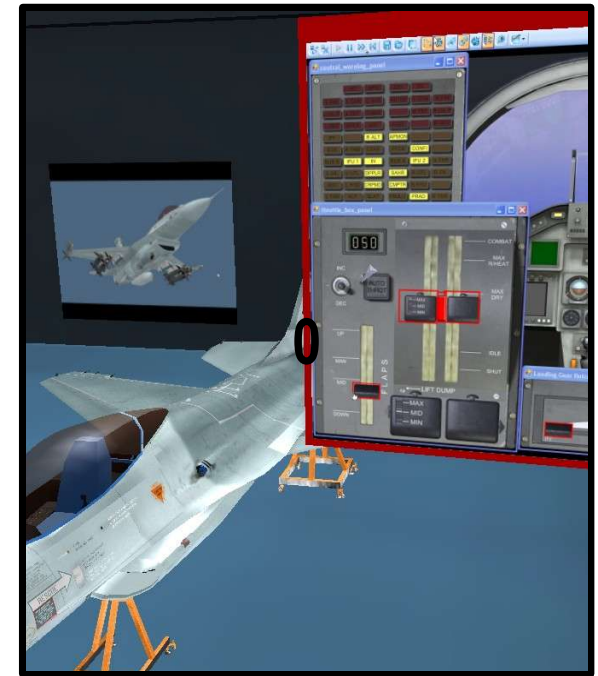
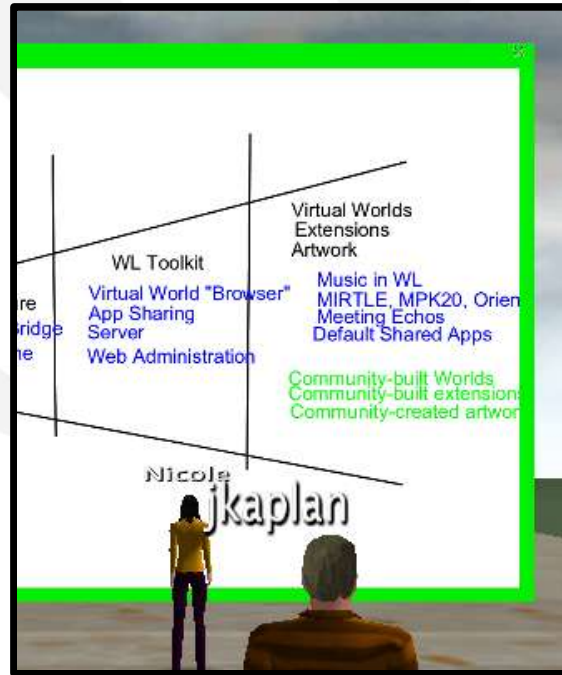


3D Virtual World Platform



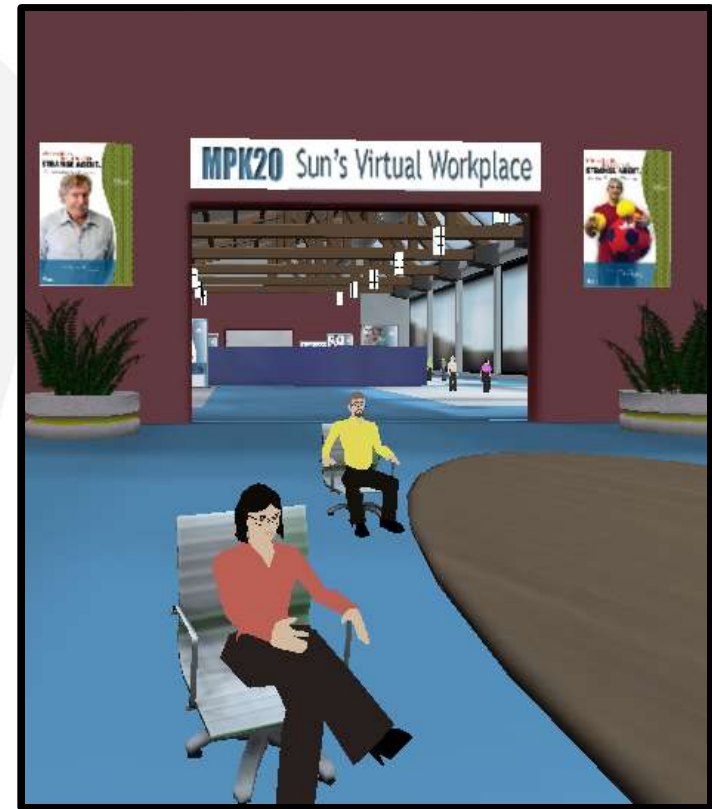
What is Open Wonderland?

100% Java, free, open-source toolkit for creating 3D immersive virtual worlds



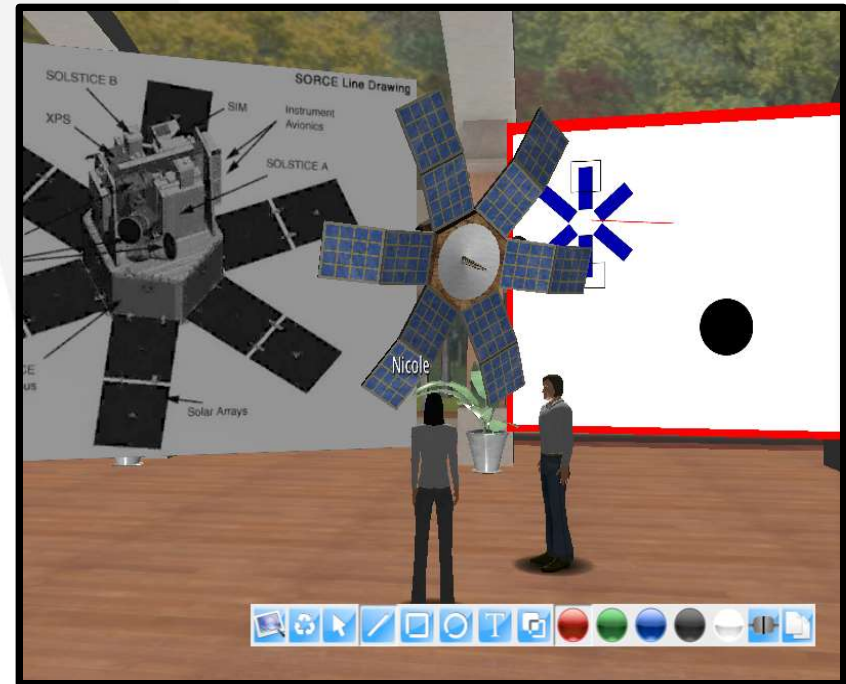
Brief History

- Started in 2007 in Sun Labs
- Challenge from VP of Eco Responsibility
 - > “Let's build our next building in the virtual world”
 - > MPK20 – Sun's Virtual Workplace
- Darkstar needed a demo
- Lots of interest in behind-the-firewall, app sharing
- Major reimplementations, Dec 2008 (v04 → v05)
- January 2010 – Oracle acquisition of Sun

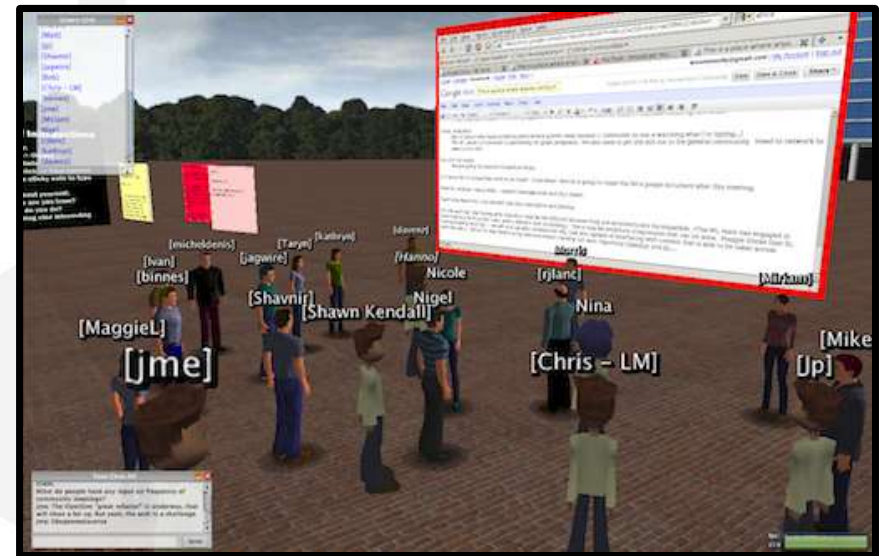


Open Wonderland Foundation

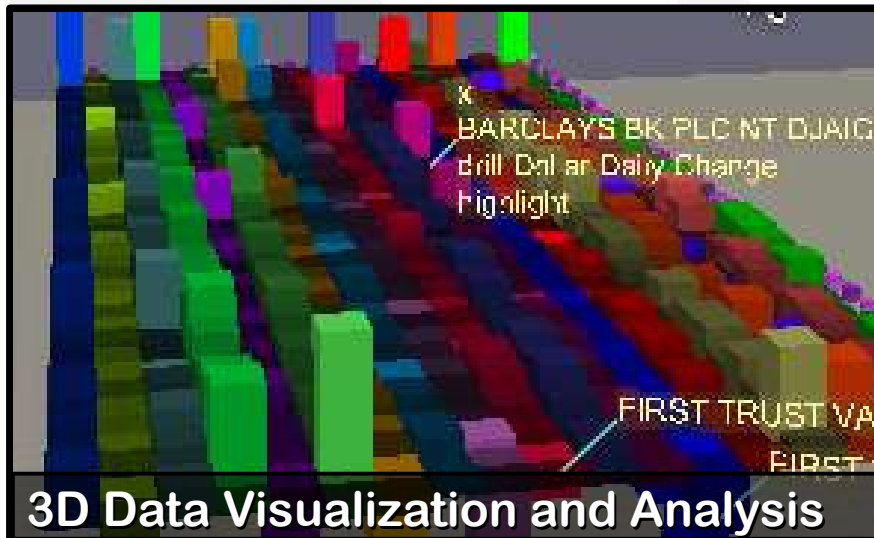
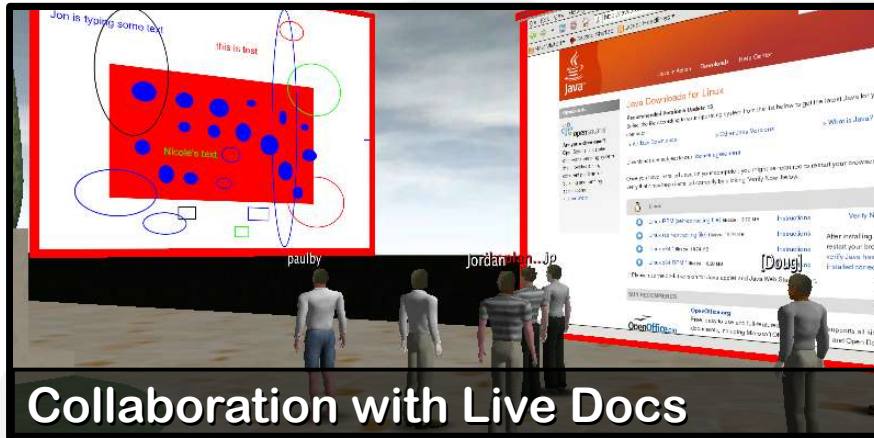
- Mission
 - > Govern open source project
 - > Set direction
 - > Community management
 - > Documentation
 - > Education & Training
 - > Technical support
 - > Bug fixing
 - > Software updates that benefit community
- Not a service organization
 - > No work for hire



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- Data:**
- systematic observation of group process
 - online surveying
 - semi-structured interview
 - archival data
 - artifacts of virtual collaboration
- The scene contains several avatars with labels overlaid on them:
- [john]
 - [kathryn]
 - [tanya]
 - [jordan]
 - [jkatzen]
 - [jagwire]
 - [jonathan]
 - [joe]

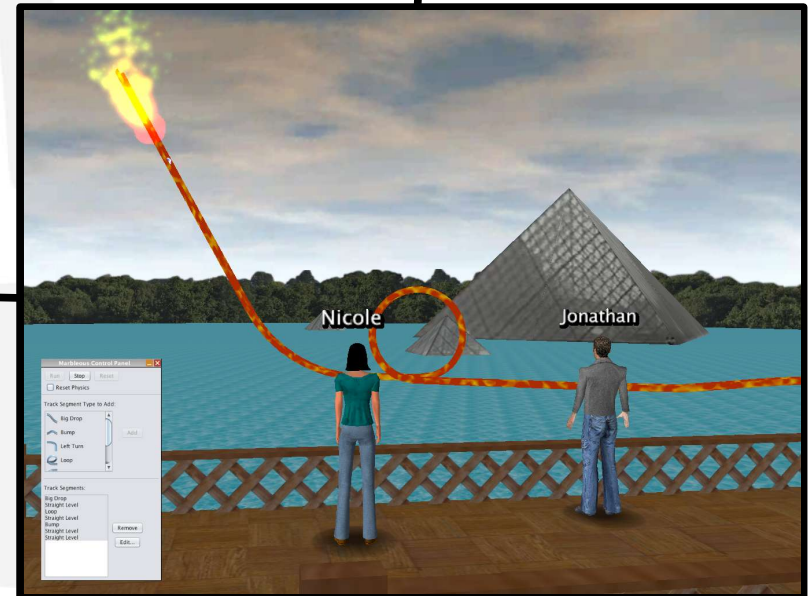
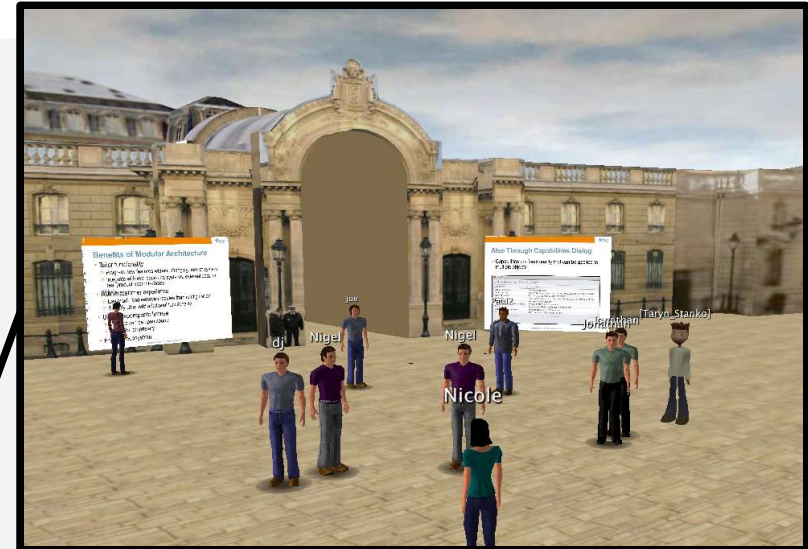
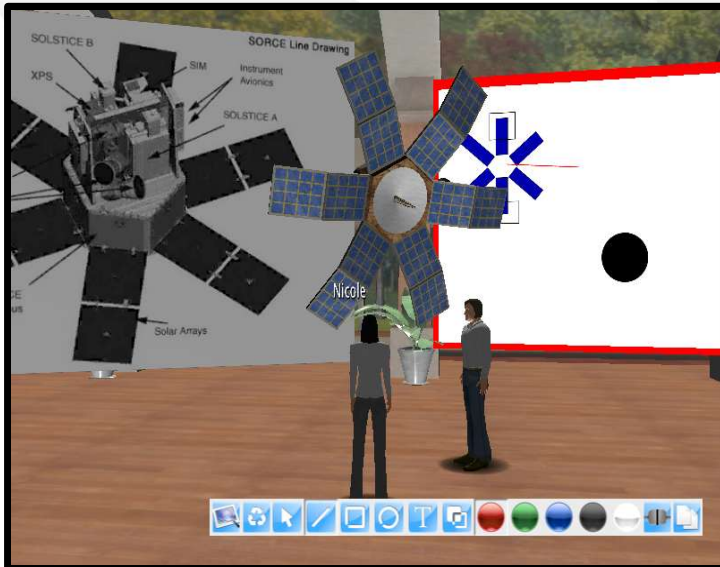


Use the Toolkit to Build Worlds for...



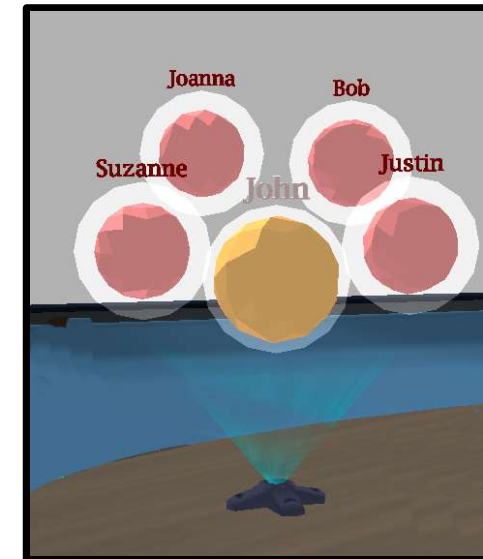
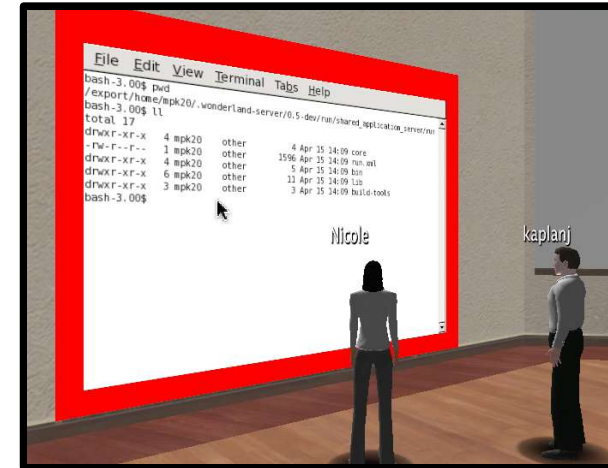
Vision

- 3D Web
 - > Federated, specialized virtual worlds
 - > Common way to express behavior across platforms (Java mobile code)



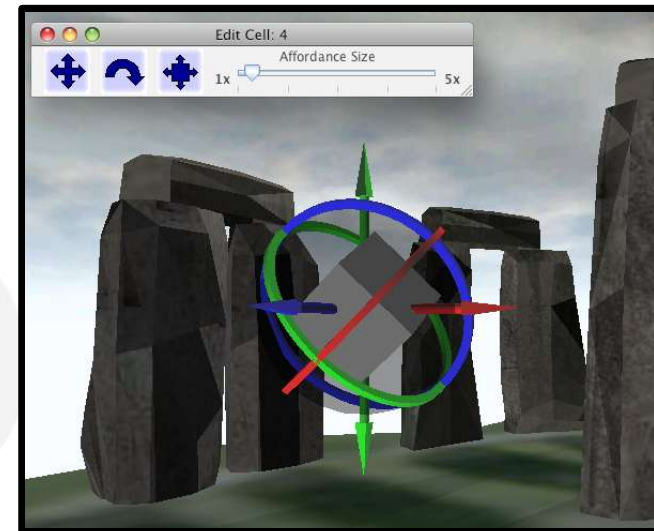
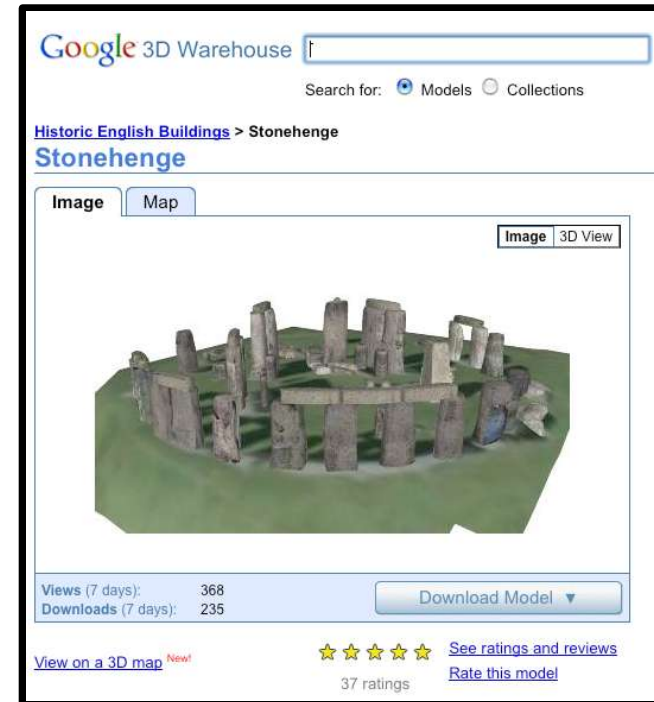
Wonderland Core Features

- Application Sharing
 - > Unmodified X11 application and collaboration-aware Java applications
- Immersive Audio
 - > Includes mix of recorded and live audio, range of audio fidelities, individual volume control, audio recording, and audio applications such as the virtual microphone and cone-of-silence
- Telephone Integration
 - > Includes dial-in, dial out, and connecting avatars with telephone audio



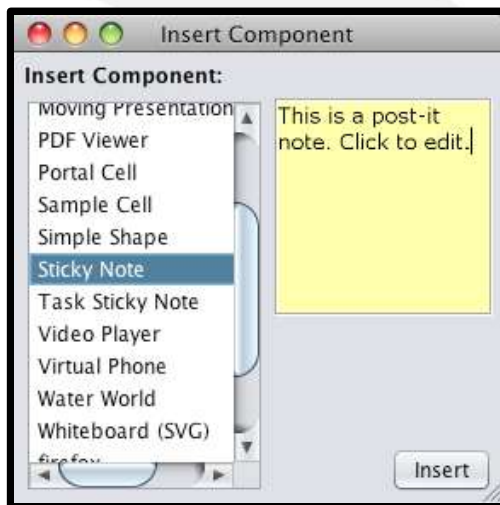
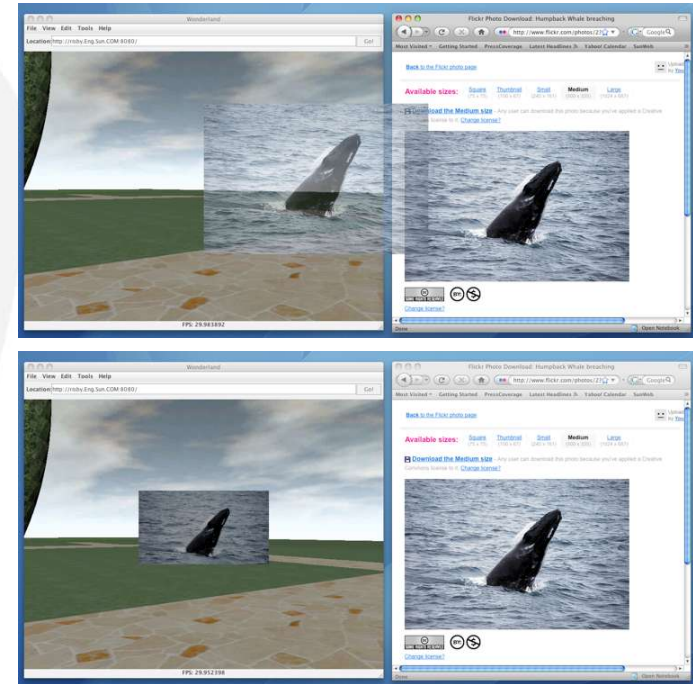
3D World Assembly

- Open art path for 3D
 - > Import Collada 3D models
 - > Uses industry-standard tools
 - Photoshop, GIMP
 - SketchUp, Maya, Blender
 - > Direct import of .kmz models created with Google SketchUp
- Move and resize objects using in-world tools



Content Creation

- Drag-and-Drop
 - > Mime-type scheme
 - .gif, .jpg, .png, .pdf, .kmz, .svg, ...
 - > Application launches on drop
- Dynamically add interactive content using insert dialog



Open Wonderland Resources

- **Open Source Project Site**

- > <http://OpenWonderland.org>
- > Download: binary, source code, examples
- > Learning: architecture, roadmap, FAQ
- > Community: latest news/blogs, forums, mailing lists
- > Tutorials, technical articles, troubleshooting
- > Suggestions for student projects

- **WonderBlog - Official Wonderland Blog**

- > <http://blogs.openwonderland.org>

- **Facebook and Twitter**

- > <http://facebook.com/openwonderland>
- > <http://twitter.com/openwonderland> - use hashtag: [#openwonderland](#)