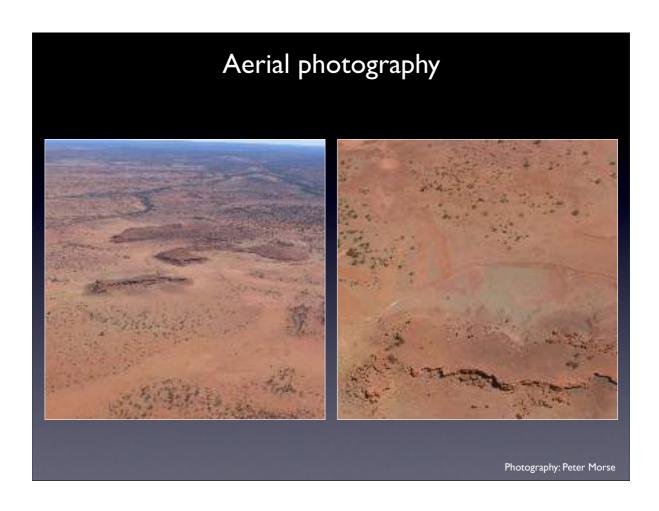
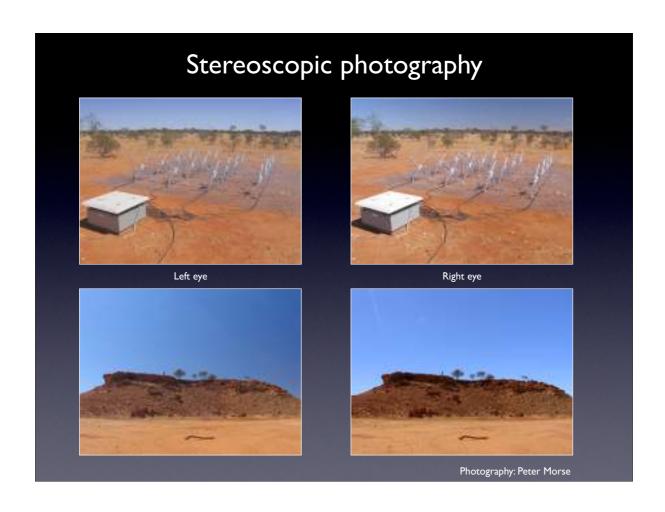
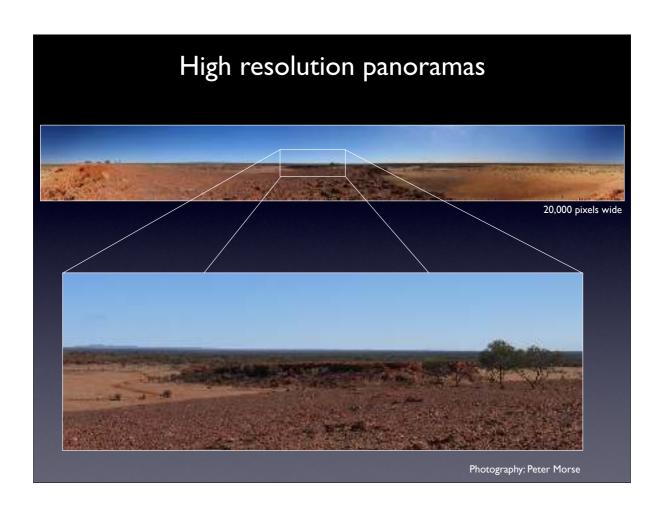
# **ASKAP Site Visualisation**

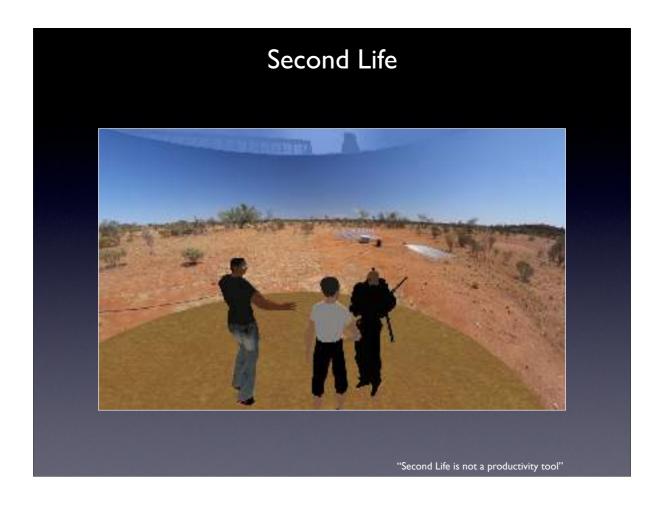
Paul Bourke WASP, UWA

Aim: develop tools that convey a sense of the ASKAP site to the public.









### Wide field of view displays



Parliament house (2007)



SPICE exhibition (2008)

#### Virtual ASKAP site

- Leverage a high quality commercial game engine.
- Compared to movies this approach provides an update path as the project develops.
- Powerful scripting, full physics engine, level of detail models, lighting/texturing ... and so on.
- Cross platform:
  - Mac OSX
  - MS Windows
  - Web Browser
  - Linux and iPhone (soon)
- Support for novel presentation systems: stereoscopic, planetarium, iDome, immersive VR.





### Status (End March 2008)

- Current dish design.
- Current 45 dish proposal at correct positions.
- Control "shed" (Artist impression).
- Realistic sky maps.
- Realtime shadows.
- Drivable 4WD vehicle as well as walking mode.







#### Free download:

## http://local.wasp.uwa.edu.au/~pbourke/askap/

- Wildlife (in progress).
- Terrain model (in progress).
- Furnish interior of control room.
- Improved bushes and trees (requires site visit).
- Dish tracking / animation.
- Audio, ambient and effects.
- Multiplayer version
  - collaborative opportunities.
- Addition of features for educational purposes.
  - puzzles
  - gaming goals



iDome (in progress)