Projektarbeit 2011 Journal

26.9.2011

Driving Simulator with steering wheel and pedals connected to the PC. There is a LabView Interface which read the input from the Cockpit. Rudy would like to have in a first Step a driving movie which is controlled only by the pedals. --> modified Frame Rate

After this she'd like to have a driving Simulator with focus on tunnel entrance an exits.

3.10.2011

The driving simulator could be a complete fantasy environment or it could be a virtual copy of a real environment.

Google Street-View is no possibility to generate a 3D reality because there are to many distraction in it. For example the other cars, people and traffic jam. The street view does not clearly distinguish between street and surfaces of other objects. Also sometimes there are only pictures on the wrong side of the street. Another argument not to use Google Street-View is there are too larg distances between the pictures, so the rendering is not fluently.

We would like to use the information from google earth to build a city like Zurich. We use the street location information to build our own streets and we try to render already existing 3D-models from google eart into our virtual world.

There is a difficulty about google earth. there are no information about the height of the streets. (Tunnel, Bridge, etc.) A Possibility could be to implement it manually or to ignore these things. If we implement it manually we should define a area were such things are made.

Use UDP-Socket to extract data out of LabView into our program.

external Program to control the video --> Program use UDP-Socket

In a first step we use LabView to control an external application which plays a video with a configurable fram rate.

10.10.2011

The Journal and the timetabele had set up and are ok. There has to be an english version of the timetable.

We have agreed that we would create our own 3-D World and expand them with some buildings from google ware house. These are already finished 3-D Models from different buildings. We have to build the streets by ourselves because the streets in google earth are not as good as we wish they should be. We could also create a tunnel in our own 3-D world, what in a rendering from google street view is very difficult and also then the result would be not satisfying.

We have showed the video we controlled with LabView and present the ogre frame work we would like to use.

17.10.2011