Old-Town Osaka Viewer on Android Device Osaka University July 27, 2012

-Sumin Wang

Progress

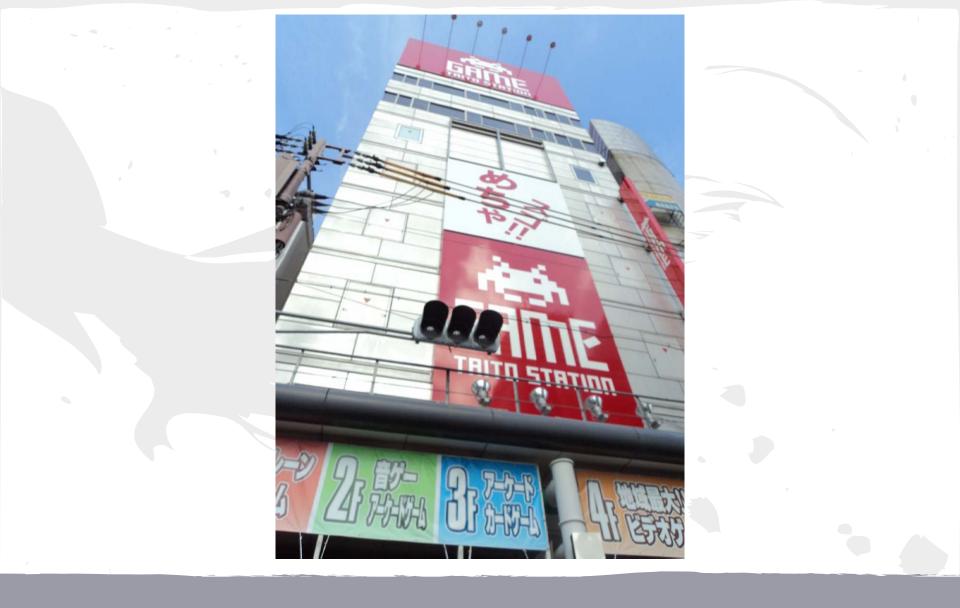
- Became ill due to overexposure to harsh foreign climate
- Processed texture images so that names matched standards for 3ds files
- Processed texture images into JPEG format

Goals for Next Week

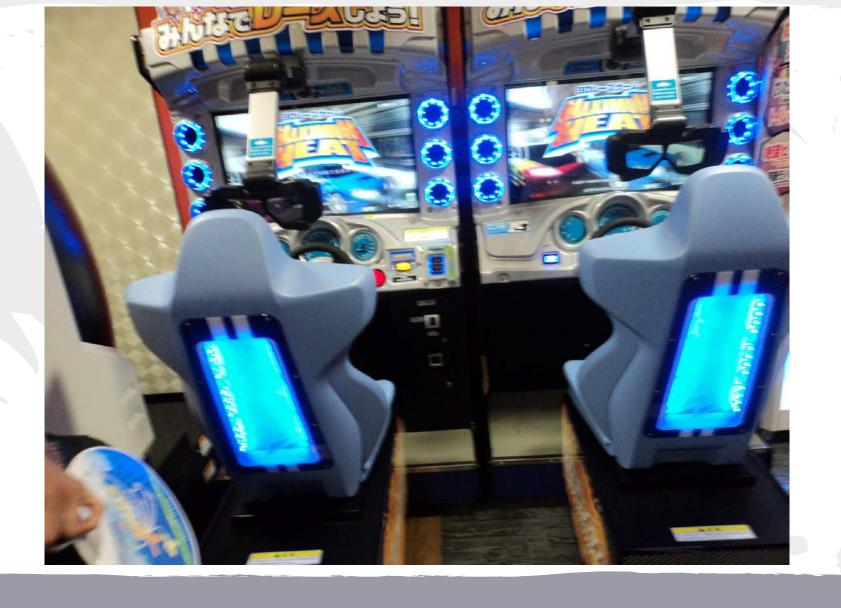
- Recuperate in full, adapt to foreign climate
- Add textures



A store with a passion for video games



Five stories of arcade games



3D racing game ... Not for the weak of stomach



Inside a capsule lies this virtual reality game

Acknowledgments

- Osaka University Takemura Laboratory
- CalIt2 Immersive Visualization Laboratory
- University of California, San Diego
- Osaka University
- Pacific Rim Undergraduate Experience
- National Science Foundation, IOSE-0710726

- Dr. Kiyoshi Kiyokawa, Takemura Laboratory, Osaka University
- Dr. Jurgen Schulze, Immersive Visualization Laboratory, CalIt2, UC San Diego
- Dr. Shinji Shimojo, NICT, Osaka University
- Dr. Takefumi Hayashi, Kansai University
- Dr. Gabriele Weinhausen, PRIME
 Principal Investigator, UC San Diego
- Dr. Peter Arzberger, PRIME Principal Investigator, UC San Diego
- Dr. Jason Haga, PRIME cultural advisor, UC San Diego
- Teri Simas, PRIME Program Manager, UC San Diego
- James Galvin, Director of Opportunities Abroad and Faculty-Led Programs, UC San Diego