Dulles Airport

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Goals & Objectives:

- Add functionality to the airport

- Simulate a normal airport environment

    o Plane Take offs, etc…

- Adding to the Dulles Airport model

Major Tools:

- VRML Pad

- 3ds Max

Modeling:

The envisioned virtual environment will contain the following additions:

- More people

- Vehicles

- Furniture (inside of the airport)

- Skies

The planned geometry consists of cars, taxi cabs, aircrafts, and people. The textures used are cement, and asphalt. Crowd animation will be used and evacuation behaviors will also be implemented. This application will allow the user to navigate through the environment using predefined camera views. The environment consists of the airport terminals, the parking lot, and the main building where bags are checked and tickets are purchased. The environment has the control tower as well. Presently, there are only 2 cars in the environment and the building has 3 people walking around and out of the doors. The interior of the building has employees behind each counter, and also contains

furniture for patrons to be seated. Skies and lighting will be added as well as the different textures mentioned earlier.

The problems encountered were difficulty viewing and processing the project file. Additional problems encountered were working around the modeling and animation that had already been done and making it feasible for what we were trying to do with the project. Time was also a problem and a short coming for the project because it didn't allow us to be as creative as we would have liked.

Virtual reality is important for this project because it simulates the evacuation of an airport, which can be used as a safety precaution by the airport. Also, it will save money on a real time simulation in an airport, because it would be infeasible to run the simulation during business hours.