VIRTUAL ZOO

VIRTUAL REALITY PROJECT

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PRESENTATION OUTLINE

- Introduction
  - Goals & Objectives
- Modeling
- VRML Functionality
- Designed Environment
- Tools Used
- Problems Encountered
- Shortcomings
- Recommendations
- Screen Shots

INTRODUCTION

The virtual zoo will be:

- An educational tool to teach children about animals.

- Create interaction between the animals and the humans (sounds, movement, etc)

- The virtual zoo can help children learn the names of the animals, their characteristics, their habitat and their behaviors.

MODELING

- Modeling was done using 3ds Max software

- Acquired 3d Models (of animals, landscape, people, etc) from different websites

- 3d Models were scaled so they could fit the zoo scenery

MODELING- LIGHTING & CAMERA

- Used standard lighting (omni lights) to lighten the zoo environment

- Target cameras were placed at different angles of each scene to capture the different view points of each animal exhibit

VRML FUNCTIONALITY

- We used the VRML functionality in 3ds Max to create anchor sensors

DESIGN ENVIRONMENT

- The zoo had six layouts and nine different sections.

- The sections are the:
  - Bird house
  - Petting farm
  - Reptile & amphibian house
  - Aquarium
  - Penguin exhibit
  - Ape House
  - Elephant house
  - Zoo entrance layout which housed the African savanna, small mammal house and the dinosaur exhibit
  - Rest area.

TOOLS USED

- 3ds Max 2011
- VRMLPad
- Cortona 3D player
- Dell PC/Laptop

PROBLEMS ENCOUNTERED

- Having to learn how to use 3ds Max while working on the project

- Scaling the 3d models was time consuming

- Implementation of some of the functionalities like adding the sound of animals to the virtual zoo did not work

SHORTCOMINGS

- Could not add more interaction (sound, movement, etc) to the virtual zoo
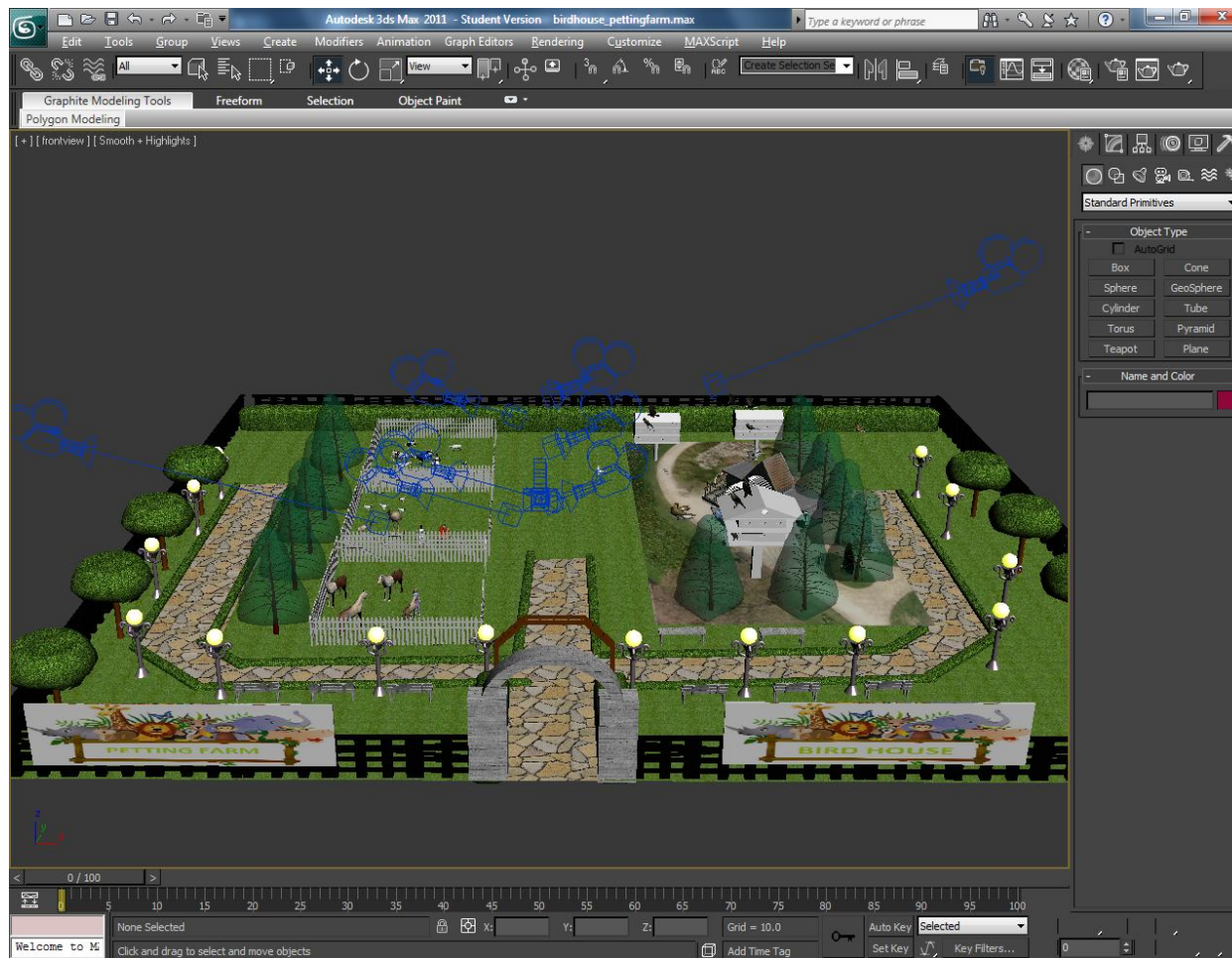
RECOMMENDATIONS

- More exhibits and animals can be added to this virtual zoo
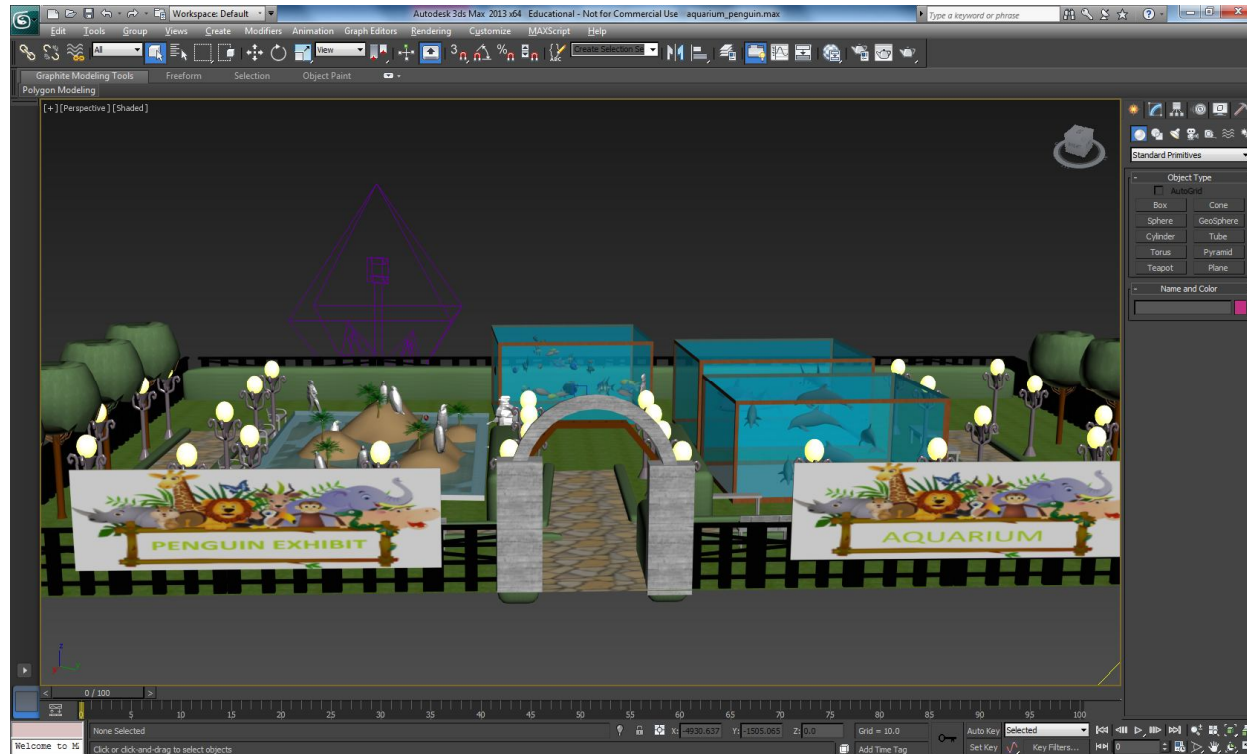
- Sound and interactions can be added to this zoo
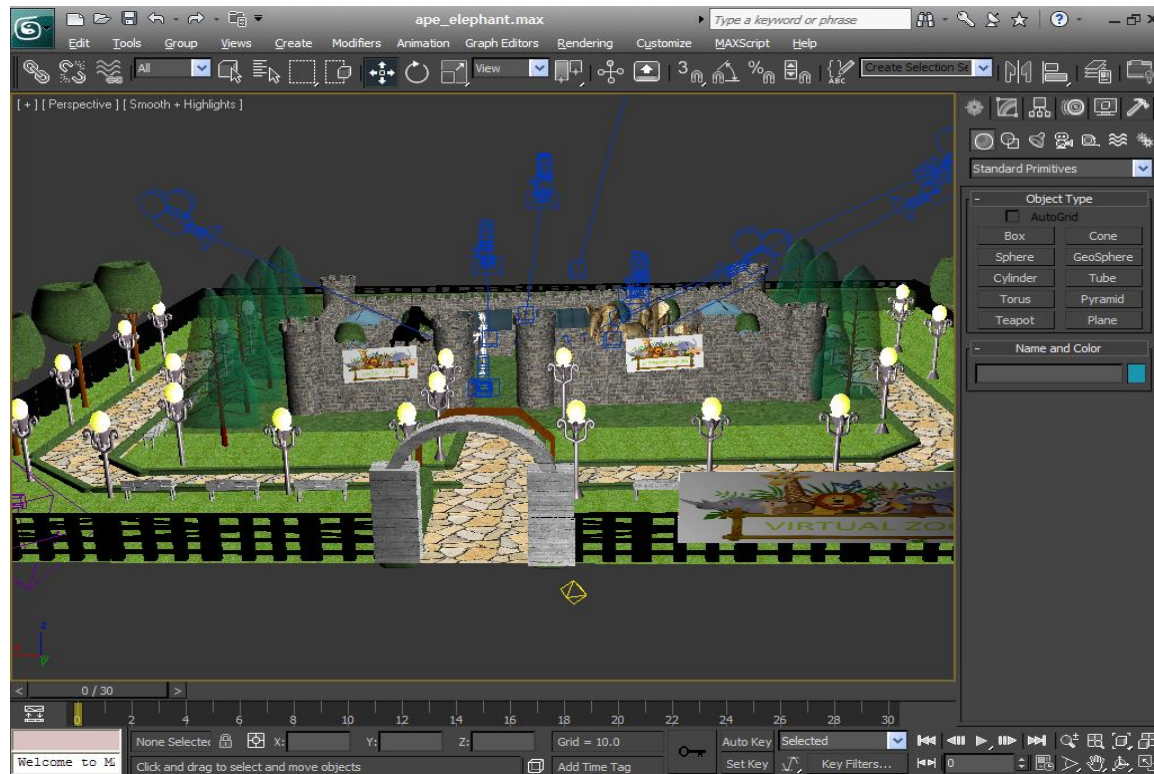
SCREEN SHOTS OF VIRTUAL ZOO IN 3DS MAX
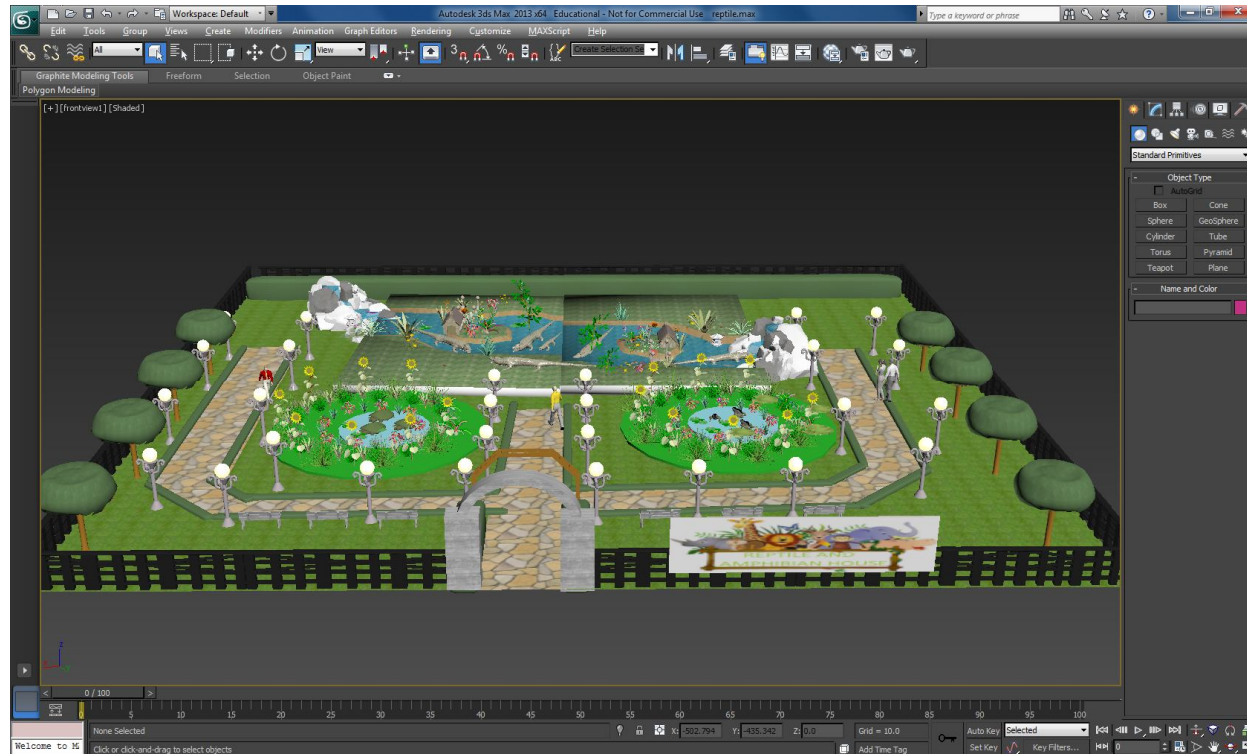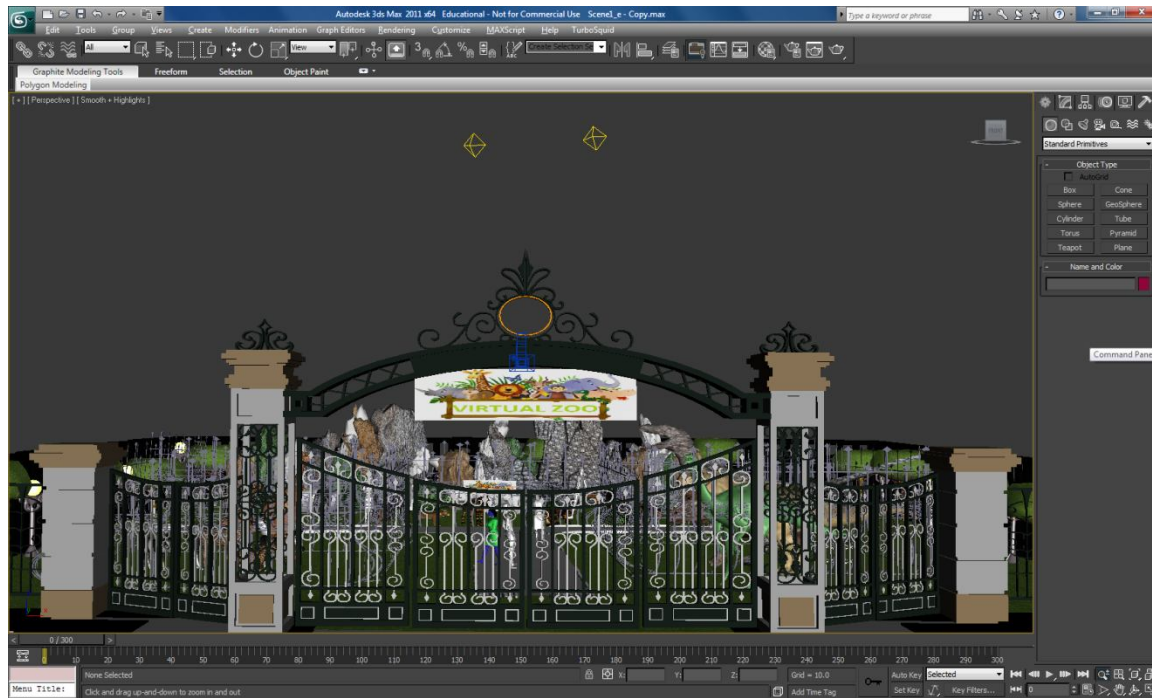
PETTING FARM & BIRD HOUSE

AQUARIUM AND PENGUIN EXHIBIT

APE AND ELEPHANT HOUSE

REPTILE AND AMPHIBIAN HOUSE

ENTRANCE

REST AREA