

COSC 729: Virtual Reality and its Applications
Fall Semester 2015
Instructor: Dr. Sharad Sharma
Assignment 4

VR University Campus Evacuation (Part 2)

This project will span a period of 1 weeks and is meant to update the previous assignment 3 you developed using WorldViz Vizard IDE. This assignment will get you prepared for the final project.

Please submit your assignment by: **3/10/2015**

Submission:

Submit your code files and all scene assets in a single zipped file (as a *.zip) and submit the file on blackboard.

Example: **Assignment_04_sharma.zip**

Description:

In this project you will update the **VR University Campus** environment. You will be required to do the following:

1. **Multi-agent System:** 2 **CUSTOM** avatars (such as a student and instructor) and **INBUILT** avatars in vizard to create a multi-agent system.

- a. Must use a basic bone system and animation
- b. Utilize keyboard or mouse callbacks to control the movement of the avatar you are logged in as.
(Refer: C:\Program Files\WorldViz\Vizard5\tutorials\avatars)

2. **Audio:** The VR University should comprise of

- a. Add sounds for avatars (refer: C:\Program Files\WorldViz\Vizard5\tutorials\avatars\speech.py)

3. **Programming:** Create evacuation scenario

- a. **Slider:** add a slider to increase or decrease the speed of agents.(C:\Program Files\WorldViz\Vizard5\tutorials\GUI\
- b. **Click an agent: Add text or any relevant description for agents when clicked.**
(Refer; C:\Program Files\WorldViz\Vizard5\tutorials\picking)
- c. Add two **proximity sensors:** Refer: C:\Program Files\WorldViz\Vizard5\tutorials\proximitySensors)
- d. **Data File:** Record the elapsed time in a txt file. Record how many exits the user saw before exiting. (Refer: C:\Program Files\WorldViz\Vizard5\tutorials\data\data.py)
Note: copy the data.py from program files to a different location to play the file
- e. **Virtual evacuation drill:** Incorporate the following script in your project. Make necessary adjustments to incorporate it in your campus evacuation project.
C:\Program Files\WorldViz\Vizard5\tutorials\flowControl\ experimentDesign.py