



# *Virtual Museum*

*Patrick Asata*

*James Davidson*

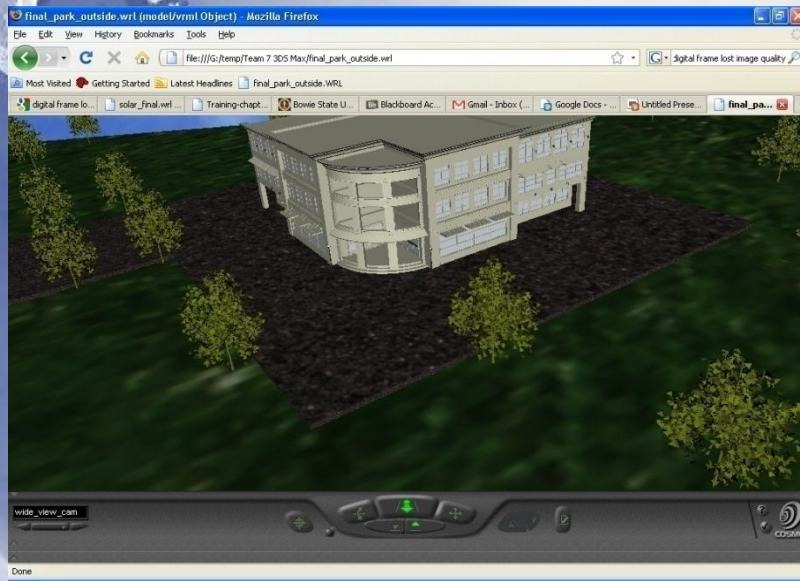
*Samuel Famoyegun*



# *A Virtual Museum*

- ✧ A museum with dynamic exhibits.
- ✧ Current exhibits include a Planetarium, and a Jurassic Park.
- ✧ Each exhibit is linked to an orb in the lobby of the museum.

# *The Exterior*



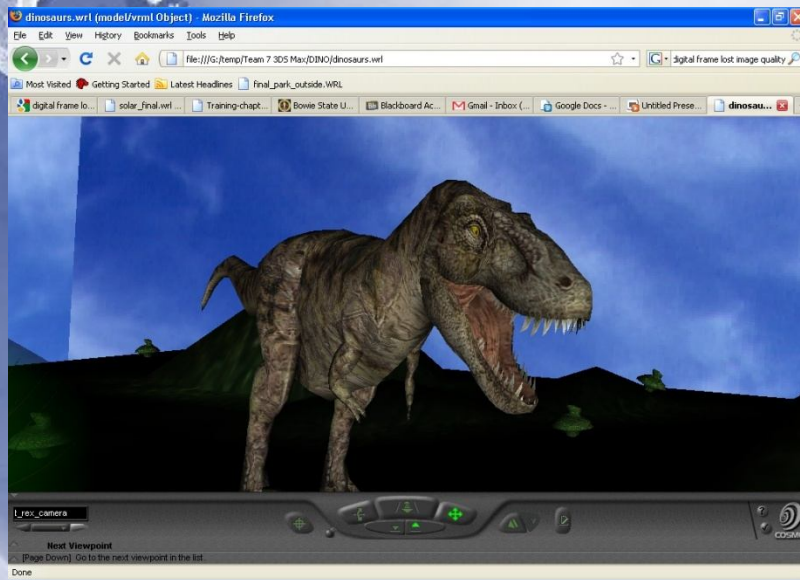
- ✧ Features grassy planes, trees and an asphalt road
- ✧ Building features two touch sensors
- ✧ Two viewpoints

# *The Lobby*



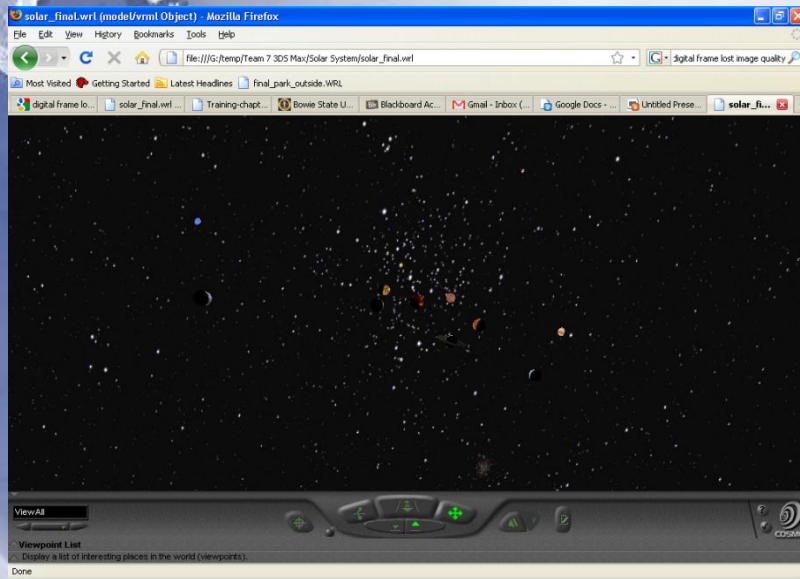
- ✧ Each orb represents a link to an exhibit
- ✧ Orbs can be included/removed based on the status of exhibits
- ✧ BSU logo functions as an exit

# *The Dinosaurs*



- ✧ Currently have 3 specimens
- ✧ Each is anchored to a website.
- ✧ There are links that take you back to the exhibits.

# *The Planetarium*



- ✧ Virtual model of our solar system
- ✧ Each planet is linked to an external webpage

The background of the slide features a stylized image of the Earth, showing the Americas, overlaid with a faint, light blue grid pattern that resembles a wireframe or a digital mesh. The overall color palette is cool, with various shades of blue and white.

## *Lessons Learned*

- ✧ Creating background environments in VRML in lieu of 3DS Max
- ✧ Alternatives to work around rendering problems in VRML
- ✧ Limiting object complexity to reduce file sizes