



Geoinformatik & VR

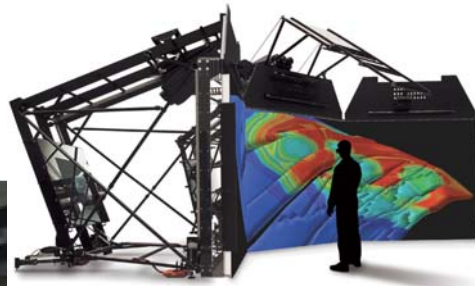
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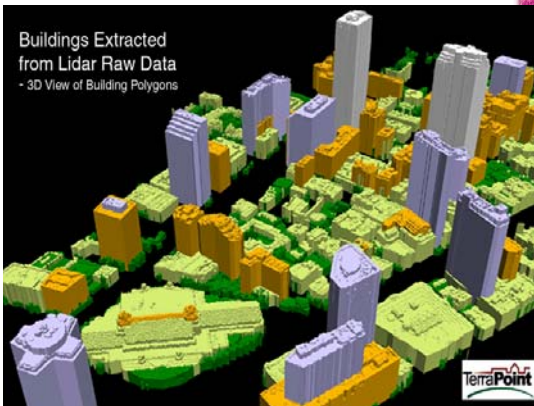
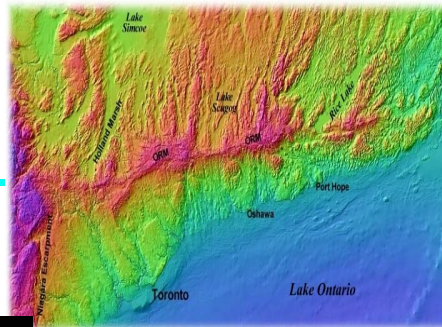


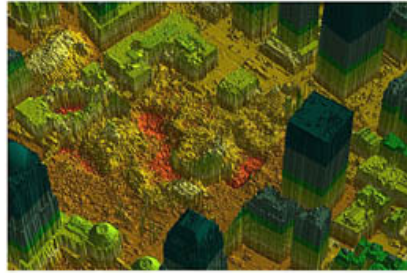
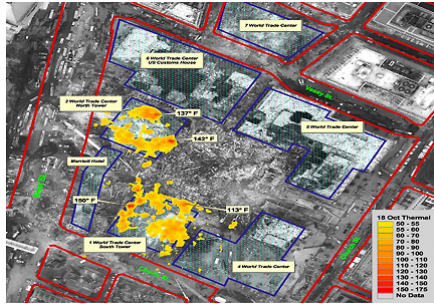


Stadsplanering med Virtual Reality

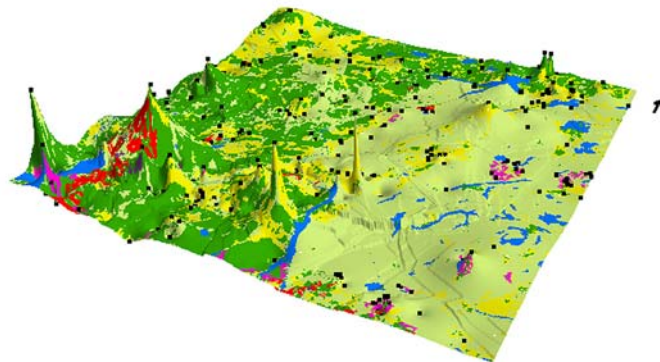


3D city modelling with photo textures





- Wells
- ◆
- NorthArrow
-
- Landuse
- VALUE
- agricultural land
- forest
- cleared area
- summer houses
- industrial areas
- permanent housing
- water





Grafikdator

➤ **Onyx2 InfiniteReality Deskside (Silicon Graphics)**

- 2 st R10000 CPU
- 512 Mbyte minne
- 64 MByte texturminne
- 11 Milj polygoner/sek



Mjukvara

- OpenGL och OpenGL Optimizer
- Databashanterare Informix-SE
- Distribuerad datakraft på Linux (Alpha, Intel)

Informix

OpenGL.

OpenGL
Optimizer

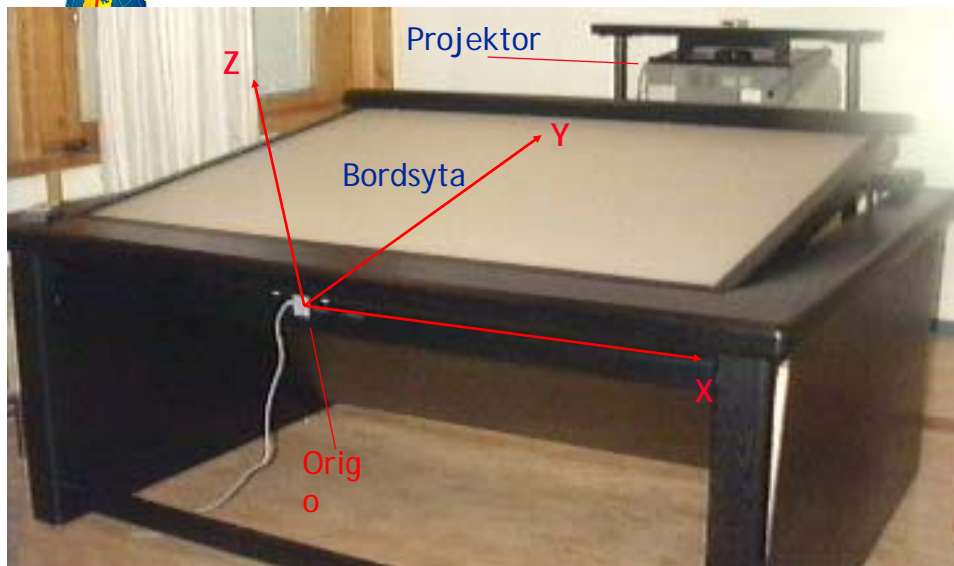
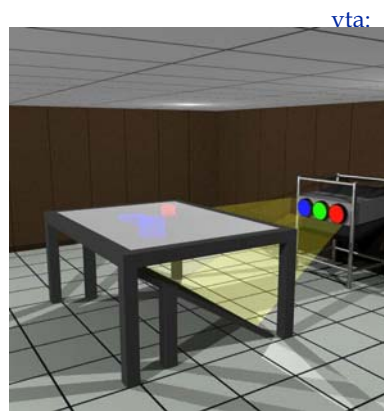


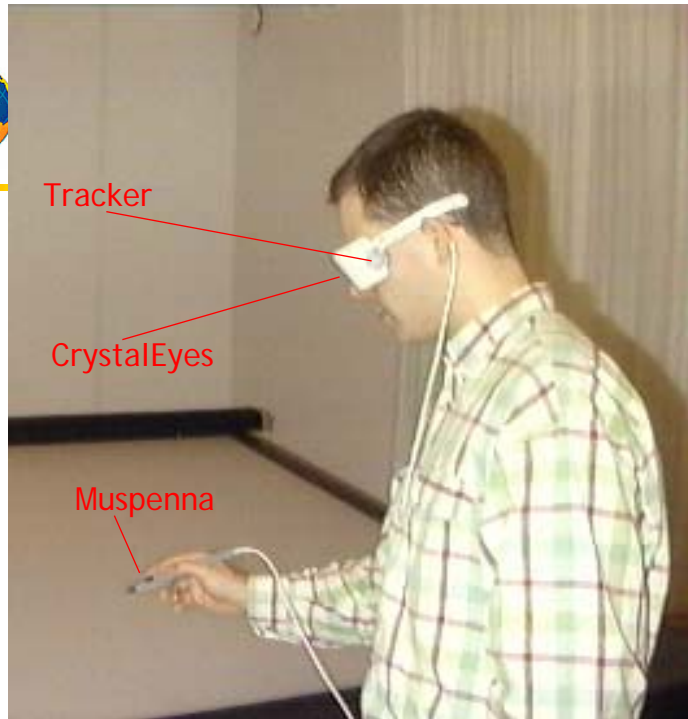


VR-bord

➤ Immersive Workbench (Fakespace Inc.)

- Visualiserbar
140 x 185 cm
- Upplösning:
1600x1200
1280x1024 (stereo)
- Display: Marquee 9500
- Tracking: Polhemus
- Interaktivitet:
handskar, 3D boll





Bakgrund och framtid



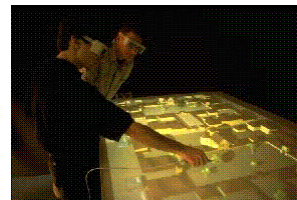
Balplex
Gipsmodeller



↓
VISUALISERING



↓
Modellering
Simulering
Animering





VROOM



➤ Väggeometri

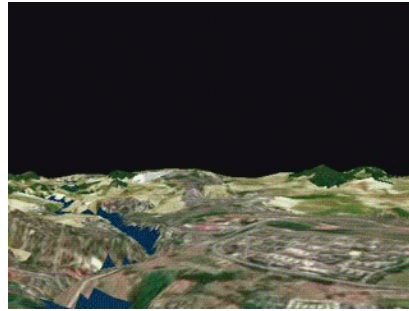
- Linje, vägytor
- Textur (närbild)
- Undanhållning

➤ Objekt

- Byggnader

➤ Fly-throughs

- Realtid
- MPEG



VROOM



➤ LOD (Levels of details)

- Manuell
- Automatisk

➤ Beträktningsätt

- Mono
- Stereo
- Bench
- Anaglyf

