

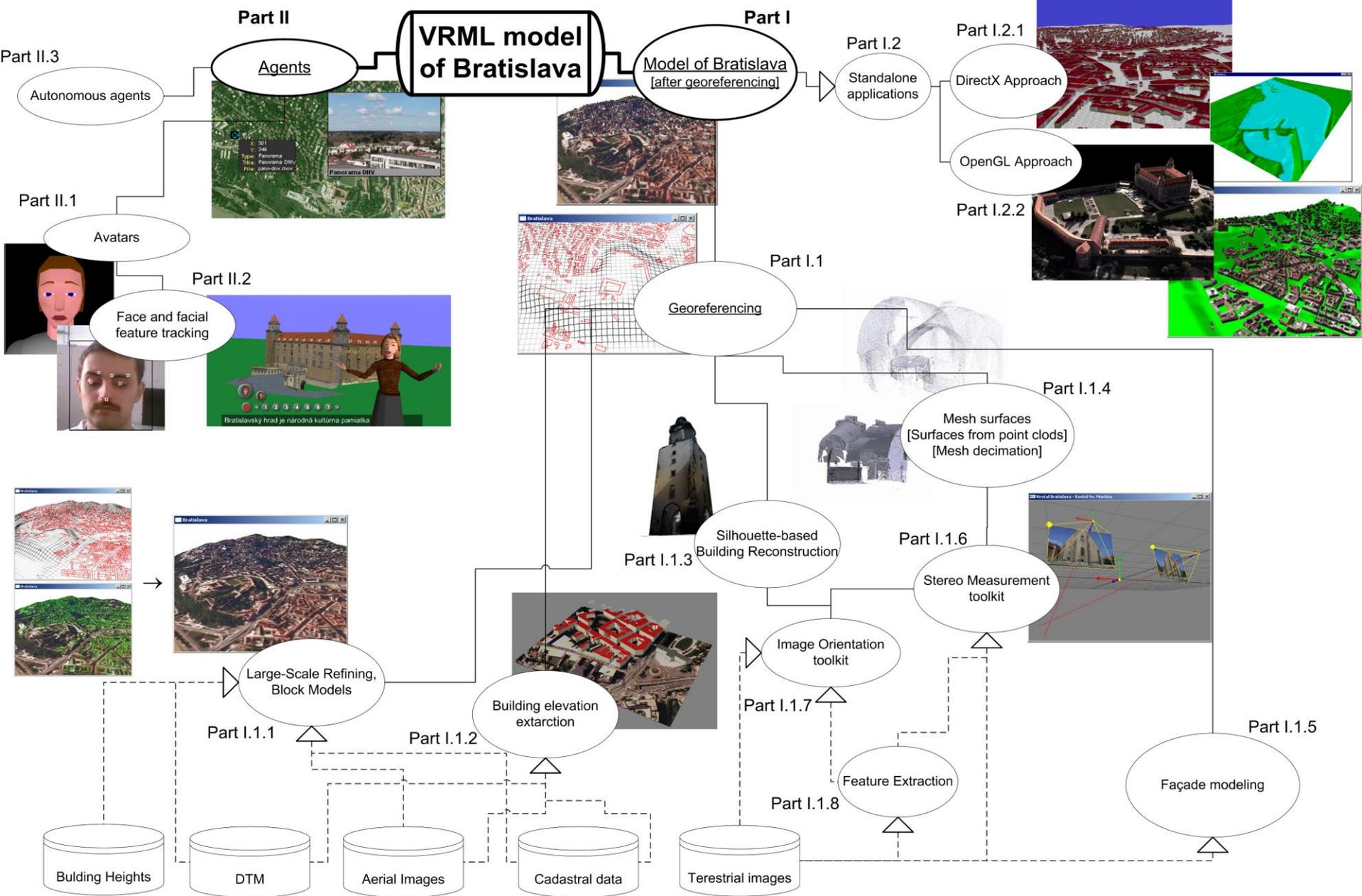


# ★ Places in Space

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★ [www.sccg.sk/wega](http://www.sccg.sk/wega)



# Key Source for Today

- WWW design issues by B. Mitchell, SIGGRAPH 96 Course Notes (CN)
- Our projects in Cyber City technology examples, Virtual Bratislava, VrBa...

# Your Level 4 WWW Definitions

- *FrontPage Help says:*
- **World Wide Web Consortium**
- (W3C) A consortium of commercial and educational institutions that oversees research and promotes standards in all areas related to the World Wide Web.
- **Easy access -> [www.w3c.org](http://www.w3c.org), AF page **W3C****

# Designing Objects+Places in 3D

• By Bonnie Mitchell

- VRML - Design in 3D
- Realism
- Abstraction and Stylization
- Balance
- Spaces to Explore
- Innovation in Space

# VRML - Design in 3D

• By Bonnie Mitchell

- Pros & Cons of 3D
- One view (HTML) >>> more views (VRML)
- painting vs.
- sculpture
- Full experience
- 4D – time



*figure 3-14  
Navigating  
through the  
environment  
reveals more  
information*

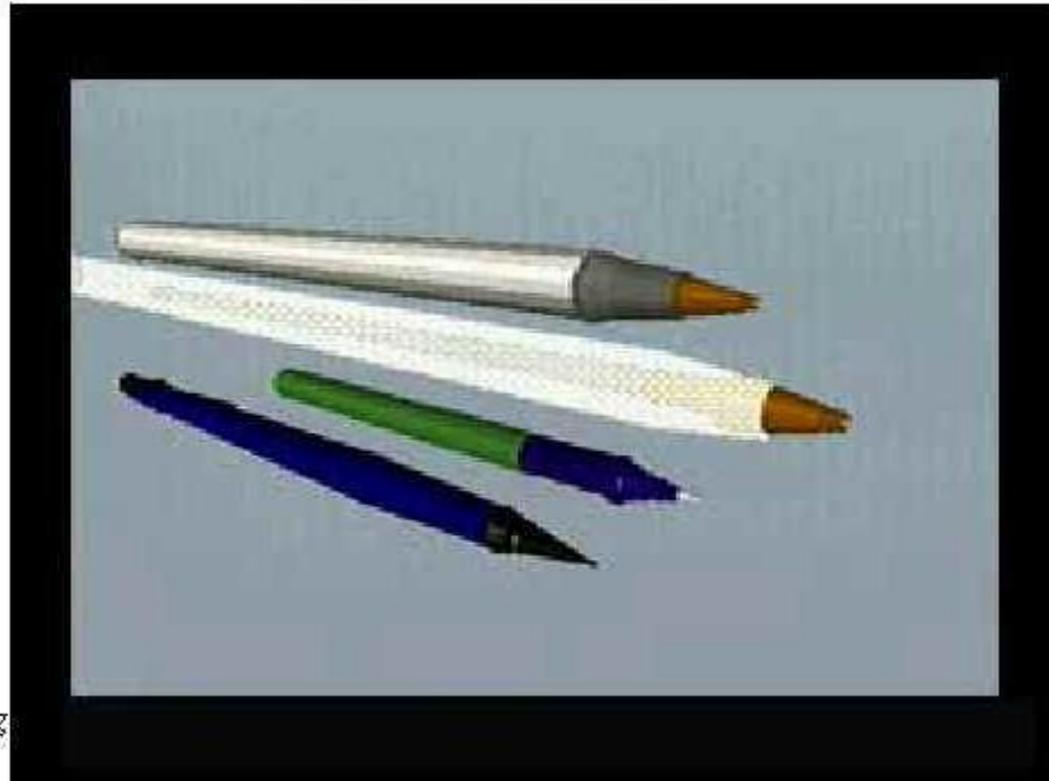
# VRML - Design in 3D contd.

- By Bonnie Mitchell

- reveal more information as the viewer navigates the space
- all views are fair game
- AF: model as DB or sea of images IBR
- AF: 4 modes = walk, fly, jump, repeat
- a still image placed on an HTML page

# Realism

- By Bonnie Mitchell
- often the goal of technician & artist alike
- 



*figure 3-15*  
*Realistic modeling*  
*in VRML*

# Realism 2

• By Bonnie Mitchell

- successfully going **beyond reality & stylizing it**
- any great abstract painter... years of **figure drawing & realistic representation** followed by **abstraction**
- Realism is a form of literal translation from one representation of an object to another
- it leaves very little to the imagination of the viewer

# Abstraction and Stylization

• By Bonnie Mitchell

- to focus on the essence
- still recognize the object
- often confronted with the interpretation of the artist
  
- E.g. represent a tranquil mood by using blues (whether the real object is blue or not) and flowing curvy lines. In contrast, we represent anger by using sharp, jagged lines

# Balance

- By Bonnie Mitchell
- Easier in 2D or animation
- Not all scenes
- must be
- balanced



*figure 3-17 A "walk through" environment with vertical walls and a horizontal floor*

# Spaces to Explore

• By Bonnie Mitchell

- "walk through"
- Common experience... gravity
- Behaviors... failed in VRML
- We view this world through our eyes that are approximately 5-6 feet above the ground (AF Sea of Images)

# Innovation in Space

• By Bonnie Mitchell

- Snow Crash by Neal Stephenson
- VR world called the Metaverse
- There are a number of non-conventional constructs in this VR world. For instance, Stephenson explains that avatars can appear as anything, from walking penises to beautified human forms.

# Innovation in Space 2

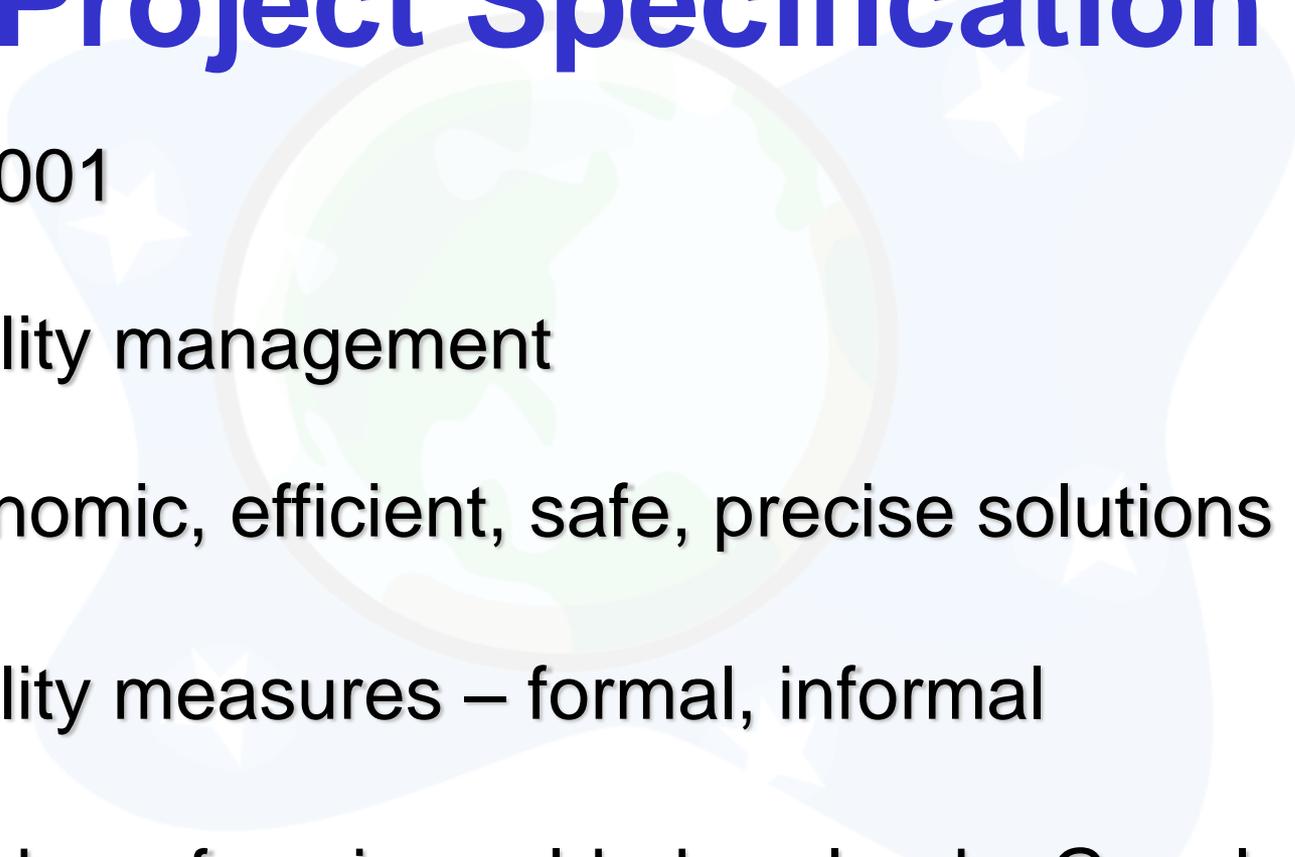
• By Bonnie Mitchell

- difficult and risky to throw away previous experience and construct VR spaces that make little reference to the natural world vs. M. Krueger 2D AR
- I secretly hope I will always be able to walk through computer constructed walls if I want to



# Place vs. Space

# Project Specification



- IS 9001
- Quality management
- Economic, efficient, safe, precise solutions
- Quality measures – formal, informal
- Number of copies sold, downloads, Google count by Dusan Hamar, page hits...

# Project Questions

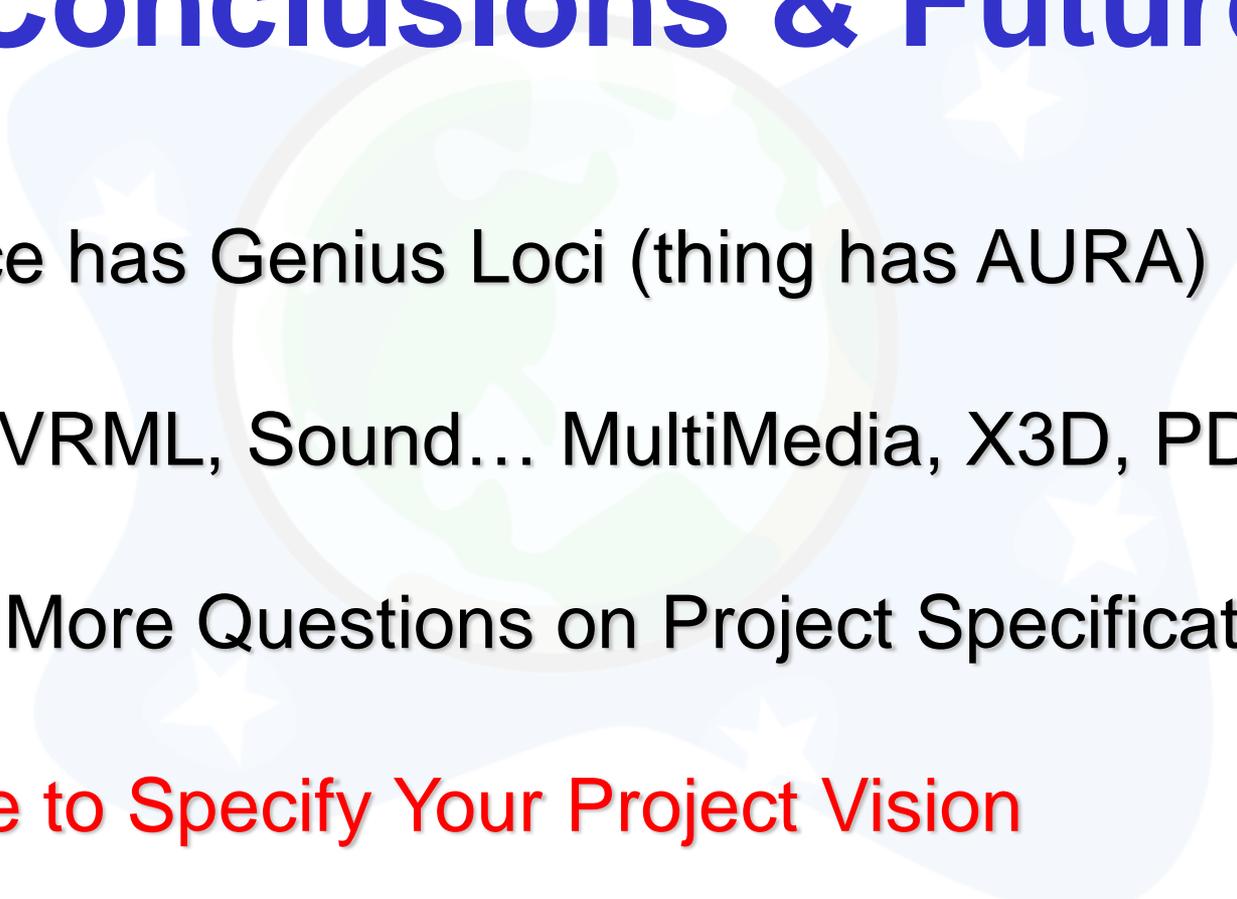
- Goal, requirements, project decision
- Functionality specification
- [www.web-redesign.com](http://www.web-redesign.com) by Cotler-Goto, New Riders
  - 1: Keys to a Successful ReDesign 2: Core Process Overview 3: Phase 1 - Define the Project 4: Phase 2 - Develop Site Structure 5: Phase 3 - Design Visual Interface 6: Phase 4 - Build and Integrate 7: Phase 5 - Launch and Beyond 8: Testing for Usability 9: Working with Complex Functionality 10: Analyzing Your Competition
- Qs on client, users, project, activas, content, maintenance, budget, scheduling

# Art of Communication

The background of the slide features a central globe with green continents and a white border. Surrounding the globe are several white stars of varying sizes. A large, light blue, abstract shape, resembling a stylized bee or a speech bubble, is positioned behind the globe and stars.

- Various authors recommend...
  - Be assertive
  - Be proactive
  - Be NLP conscious
  - Be creative
- ... and many other bees

# Conclusions & Future

A background graphic consisting of a light blue circular shape containing a green and white globe. Several white five-pointed stars are scattered around the globe within the blue circle.

- Place has Genius Loci (thing has AURA)
- 3D, VRML, Sound... MultiMedia, X3D, PDF...
- Ask More Questions on Project Specification
- Time to Specify Your Project Vision



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