

3D is dead; Long live 3D.

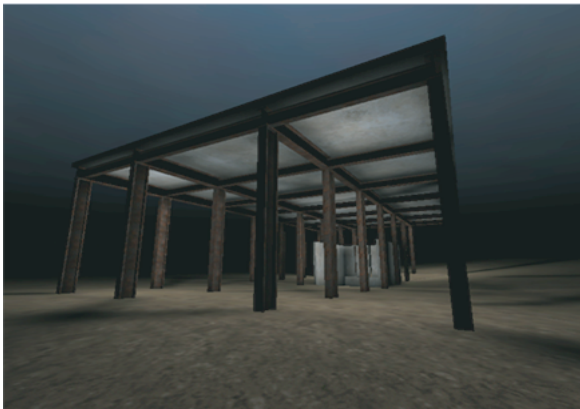
As perspective drawing first enabled the realistic spatial representation of unbuilt spaces, navigable 3D environments promise to allow inhabitation and exploration of these spaces. Architects have used animated walk-throughs created from 3D models to occasional good effect, but the highly choreographed result is at best constraining to the viewer, and at worst, deceptive and painful to watch. As an alternative, modern 3D video game engines are highly optimized real-time tools designed to create a convincing illusion of movement through a believable simulation of physical space.

This Saturday, bring your 3D model to the DMG and learn how to use game technology to create a compelling, navigable interactive experience.

You should have a working knowledge of 3D modeling. Bring a formZ or DXF format model. You will receive assistance optimizing your model for use with the engine, and will leave the workshop with a basic understanding of the process used to set up a navigable interactive environment.

This workshop is free and open to all.

Please contact Mike Denlinger if you would like to participate: miked@u.washington.edu



Reality Simulation Workshop

Saturday 12.01.01 11am-2pm
in the DMG laboratories, Architecture Hall 047