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COSC 729

Project Paper

Goals and Objectives

I will create a virtual tour for two vacation homes. The same way a model home is decorated, this model will be set up as if someone is living there. There will be an outside view that will give a 360 degree view of the houses. Another part of the outside view will be the neighborhood. The user will be able to interact with any other home in the “neighborhood”. These homes will be ones a client is interested in, but not necessarily near each other.

Interactivity

From the neighborhood, the user will be able to walk around the entire house to get a view of the natural vegetation.

From the front, clicking the doors will open them and allow the person to walk into the cabin. Both cabins are furnished with chairs, tables, and beds. The fireplace is fenced off in Cabin #1.

Animation and Avatars

Inside Cabin #1, two women are talking to each other inside the bedroom. Outside of Cabin #2, one man is exercising and another woman is lounging near him.

In each bedroom and bathroom, there will be a card to click on that tells its location and its square footage (e.g. first floor parlor room (½ bath) - 10 ft ²).

Outside the houses, there will be trees and the ground will have realistic grass.

Sound

The background music will be something with a beat since there will be avatars dancing. As you walk around, you will hear footsteps.

Vision





Sensors

Once a user begins, a timer will start. A prompt will appear saying each tour is limited to 10 minutes. If the user would like to stay longer, they can start again, but the real estate agent will be unable to answer anymore of their questions as they will move on to the next .

Each avatar and object will be rigid, so collision detection will be enabled for them. Clicking on available buttons will allow you to open certain doors.