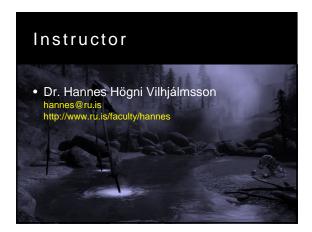
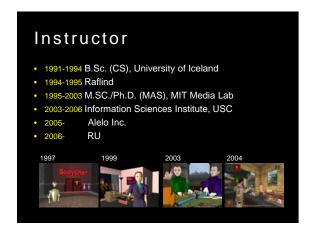
VIRTUAL
ENVIRONMENTS





Topic	
Theory and Practice of Virtual Environments	NH A
"Simulations that engage the ser	nses and
create an experience of preser artificial world"	nce within an
	XBOXIC

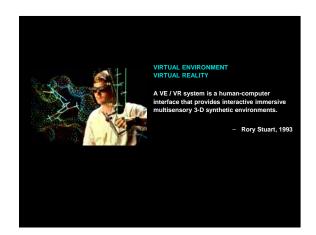
Outline		
• We	eeks 1-2:	Context
• We	eeks 3-4:	Immersion
• We	eeks 5-6:	Interaction
• We	eeks 7-11:	Special Topics
• We	eeks 8-12:	Student Projects
		XBOXIC



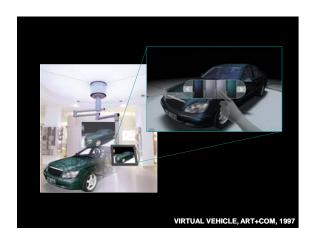
Evaluation	
	100
Attendance, Discussion, Labs	10%
 Programming assignments (x2) 	20%
Final project proposal	5%
Final programming project	30%
Final project report	5%
Final oral exam	30%
- 作规划第一	100%

Availability	
 After classes "open office policy" Visit my office anytime (2 fl. Kringlan 1) To ensure I'll be there, send email: hannes@ru.is Usually on MSN: skuggavera@hotmail.com 	

VIRTUAL ENVIRONMENTS a glimpse



















	CYBERSPACE		
	A consensual hallucination experienced daily by billions legitimate operators, in every nation, by children being thaught		
	mathematical concepts A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines		
ap.	of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding		
30	Neuromancer by William Gibson 1984		