Instructor

• Dr. Hannes Högni Vilhjálmsson
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Instructor

• 1991-1994 B.Sc. (CS), University of Iceland
• 1994-1995 Rafind
• 1995-2003 M.Sc./Ph.D. (MAS), MIT Media Lab
• 2003-2006 Information Sciences Institute, USC
• 2005- Alelo Inc.
• 2006- RU

1997  1999  2003  2004
Topic

• Theory and Practice of Virtual Environments
  “Simulations that engage the senses and...
  ...create an experience of presence within an artificial world”

Outline

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

Classes

• Theoretical talks / discussions
  – Mondays 13:00 to 14:35
• Practical talks / discussions
  – Tuesdays 10:55 to 12:30
• Student labs
  – Thursdays 13:00 to 14:35
Evaluation

• Attendance, Discussion, Labs 10%
• Programming assignments (x2) 20%
• Final project proposal 5%
• Final programming project 30%
• Final project report 5%
• Final oral exam 30%

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
A VE / VR system is a human-computer interface that provides interactive immersive multisensory 3D synthetic environments.

– Rory Stuart, 1993

VIVED, NASA, 1987

VIRTUAL VEHICLE, ART+COM, 1997
CYBERSPACE

A consensual hallucination experienced daily by billions legitimate operators, in every nation, by children being taught mathematical concepts...

A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding...

– Neuromancer by William Gibson 1984