



Topic

- Theory and Practice of Virtual Environments

"Simulations that engage the senses and...
...create an experience of presence within an artificial world"

XBOXIC

Outline

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

XBOXIC

Classes

- Theoretical talks / discussions
 - Mondays 10:05-11:40 (HMY: Recordings)
- Practical talks / demonstrations
 - Wednesdays 14:40-16:15 (HMY: Thursdays 18:05-19:40)
- Student labs
 - Thursdays 12:55-14:35 (HMY: At home + Thursdays)

Evaluation

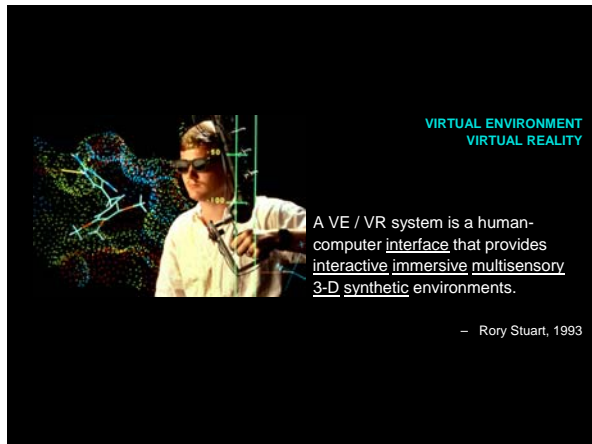
- Attendance, Discussion, Labs 10%
 - Programming assignments (x2) 20%
 - Final project proposal 5%
 - Final programming project 30%
 - Final project report 5%
 - Final written exam 30%
- 100%**

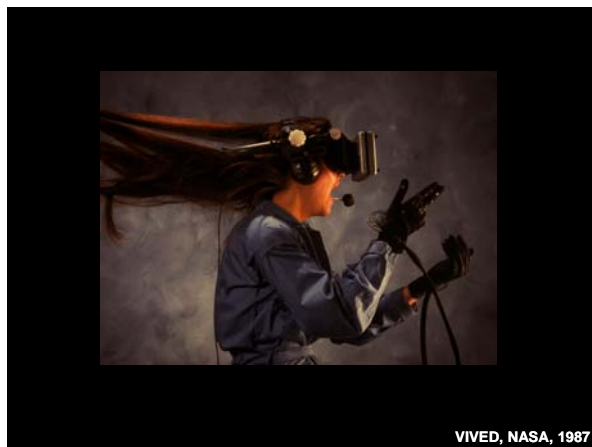
Availability

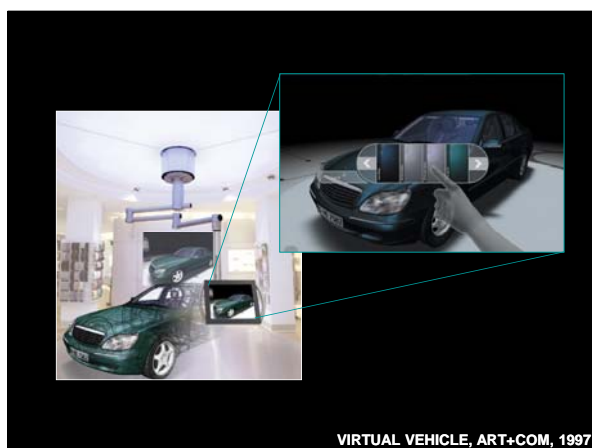
- After classes
- "open office policy"
Visit my office anytime (2 fl. Kringlan 1)
- To ensure I'll be there, send email or call:
hannes@ru.is, 599 6323 (GSM: 824 8814)
- Usually on MSN:
skuggavera@hotmail.com

VIRTUAL
ENVIRONMENTS

a glimpse



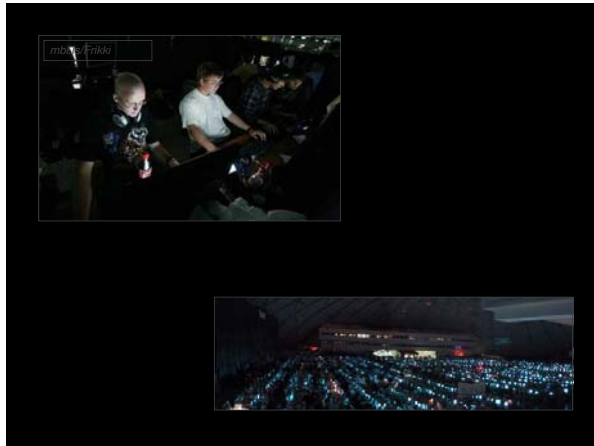








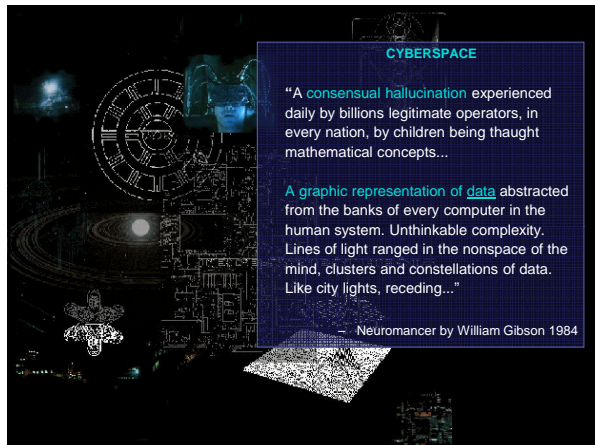












CYBERSPACE

"A consensual hallucination experienced daily by billions legitimate operators, in every nation, by children being 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
