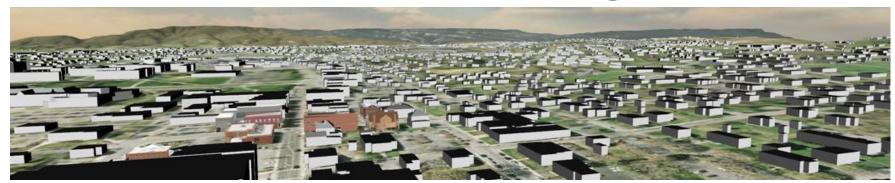


Virginia Tech's Mirror Worlds

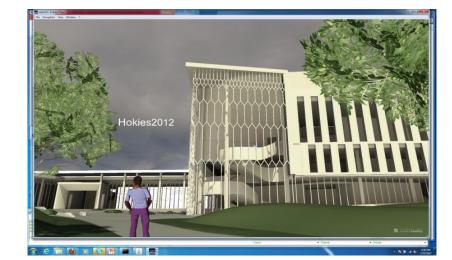
Nicholas F. Polys, PhD SIGGRAPH 2018 CARTO BOF











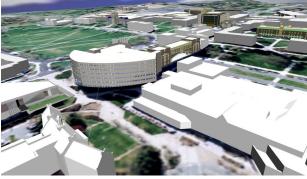
- Terrain
- Imagery, openstreetmap
- Town buildings
- Campus buildings
- Sketchup buildings
- Frog scans
- ...





- n-D City model
- Enterprise scale GIS infrastructure
- International standards:
 - Web3D (X3D)
 - OGC (3D portrayal)
- Integrates sensor feeds and crowd-sourced content













X3D Blacksburg Applications (2016-2017)

Environmental Awareness E.g. https://youtu.be/ZIXbsR4KSzc

Nicholas Polys, Jessica Hotter, Madison Lanier, Laura Purcell, Jordan Wolf, W. Cully Hession, Peter Sforza, and James D. Ivory. 2017. Finding frogs: using game-based learning to increase environmental awareness. In Proceedings of the 22nd International Conference on 3D Web Technology(Web3D '17). ACM, New York, NY, USA, Article 10, 8 pages. DOI: https://doi.org/10.1145/3055624.3075955

City Buildings: LOD methods

Nicholas F. Polys, Ankit Singh, and Peter Sforza. 2016. A novel level-of-detail technique for virtual city environments. In Proceedings of the 21st International Conference on Web3D Technology (Web3D '16). ACM, New York, NY, USA, 183-184. DOI: https://doi.org/10.1145/2945292.2945322

Forests

Haitao Wang, Xiaoyu Chen, Nicholas Polys, and Peter Sforza. 2017. A Web3D forest geo-visualization and user interface evaluation. In Proceedings of the 22nd International Conference on 3D Web Technology (Web3D '17). ACM, New York, NY, USA, Article 9, 9 pages. DOI: https://doi.org/10.1145/3055624.3075956

Data Fusion

Nicholas F. Polys, Peter Sforza, W. Cully Hession, and John Munsell. 2016. Extensible experiences: fusality for stream and field. In Proceedings of the 21st International Conference on Web3D Technology (Web3D '16). ACM, New York, NY, USA, 179-180. DOI: https://doi.org/10.1145/2945292.2945320

Town planning & visualization requires context

- Development proposal visualized in 3D
- Focus group of 13 community members
- Perceptions of density measured before and after
- 3D and VR significantly improved the dialogue (judged by users)

Nicholas Polys, Cecile Newcomb, Todd Schenk, Thomas Skuzinski, and Donna Dunay. 2018. The value of 3D models and immersive technology in planning urban density. In Proceedings of the 23rd International ACM Conference on 3D Web Technology (Web3D '18). ACM, New York, NY, USA, Article 13, 4 pages. DOI: https://doi.org/10.1145/3208806.3208824

Designing for Density



Sketchup -> X3D





Could Blacksburg alley become pedestrian throughfare?

By Yann Ranaivo yann.ranaivo@roanoke.com 381-1661 May 5, 2018 💩 (4



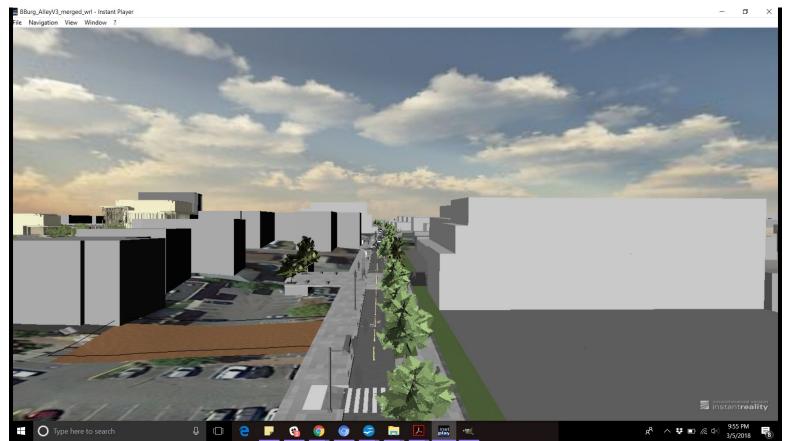


Latest News

1st person views



Viewpoints and tours



Focus Groups conditions

13 stakeholders: planners, residents





Immersive Portrayal

VT HyperCube (CAVE) = 26.4 m pixels





Immersive Portrayal II

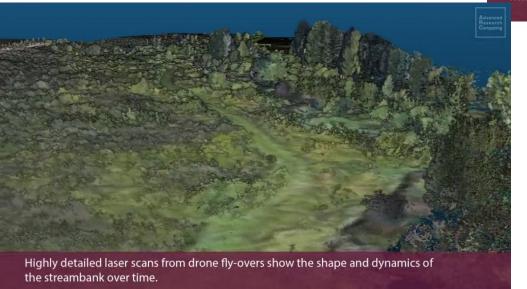
Users rated the 3D and immersive portrayal as significantly more beneficial to planning discussions and impressions of massing and density.

See paper for full results.



More X3D!

- Drone-based acquisitions
 - LiDAR
 - Photogrammetry





- Forestry
- Biological Systems Engineering
- Crop and Soil Science
- Geography

https://vimeo.com/visionarium2018

WebVR

With X3DOM Javascript library

- Photospheres
- Videospheres
- Volumes
- Heritage
- 3D city models
- ...











More BOFs @ SIGGRAPH 2018

Carto: Mon 12-1:30

Web3D Korea Chapter: Mon 3-5

Design Printing & Scanning: Wed 11-12:30 Room 116

Web and VR Evolution: Wed 12:30-2 Room 116

Medical: Wed 2-3:30 Room 116

Contact

Join the Community at

www.Web3D.org/join

Email:

npolys@vt.edu



