



VRML 97 & others



Other VR systems

- VR systems classification
- QuickTime VR

VR systems classification

- **Immersive VR** (special I/O devices)
- **Augmented VR**
(combination of real & virtual world)
- **Projected VR**, photographic VR
(panorama)
- **MUDVR** (chat in VR, cooperation)
- **Low-end VR** (VRML, SVR)

VRML versus SVR

SVR (Superscape VR)	VRML
+ binary encoded, saving intellectual property	+/- textual format
- MS Windows only	- no (c) support
- special auth. tools	+ platform independent
	+ easy to create & convert to

Similar functionality

Java 3D

Not a VR system, but the prog. language

- + platform independent, universal
- + contains method for reading VRML format (but not storing)
- low speed (when interpreted)
- does not specify a file format

Projected VR - QTVR

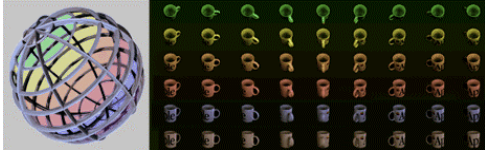
- Based on QuickTime movie technology
- Panoramic background (cylinder)
- Panoramic objects (cylinder, sphere)
- Sensitive regions (anchors)

- + high speed of rendering
- + highly realistic look
- file size: hundreds of kBs

QTVR background



QTVR objects



Live examples:

- object
- scene

End of this part