

Alpha Demonstration KML Urban Scene Builder 2008

Team 02: Boeing
CSE 498, Collaborative Design

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Project Overview

- Boeing simulates urban warfare situations
- These simulations require complex 3D environments
- Having artists manually build these environments is costly
- KMLUSB 08 will procedurally build 3D urban environments from user supplied building information (discussed in next slide)

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User Supplied Information



- Footprint – the 2D outline of the building
- Type – the kind of building to be built; examples: House, Dorm, Stadium, Mall
- Front Face – designates which face is to be considered the front of the building
- Height – the distance from the ground to the top of the building



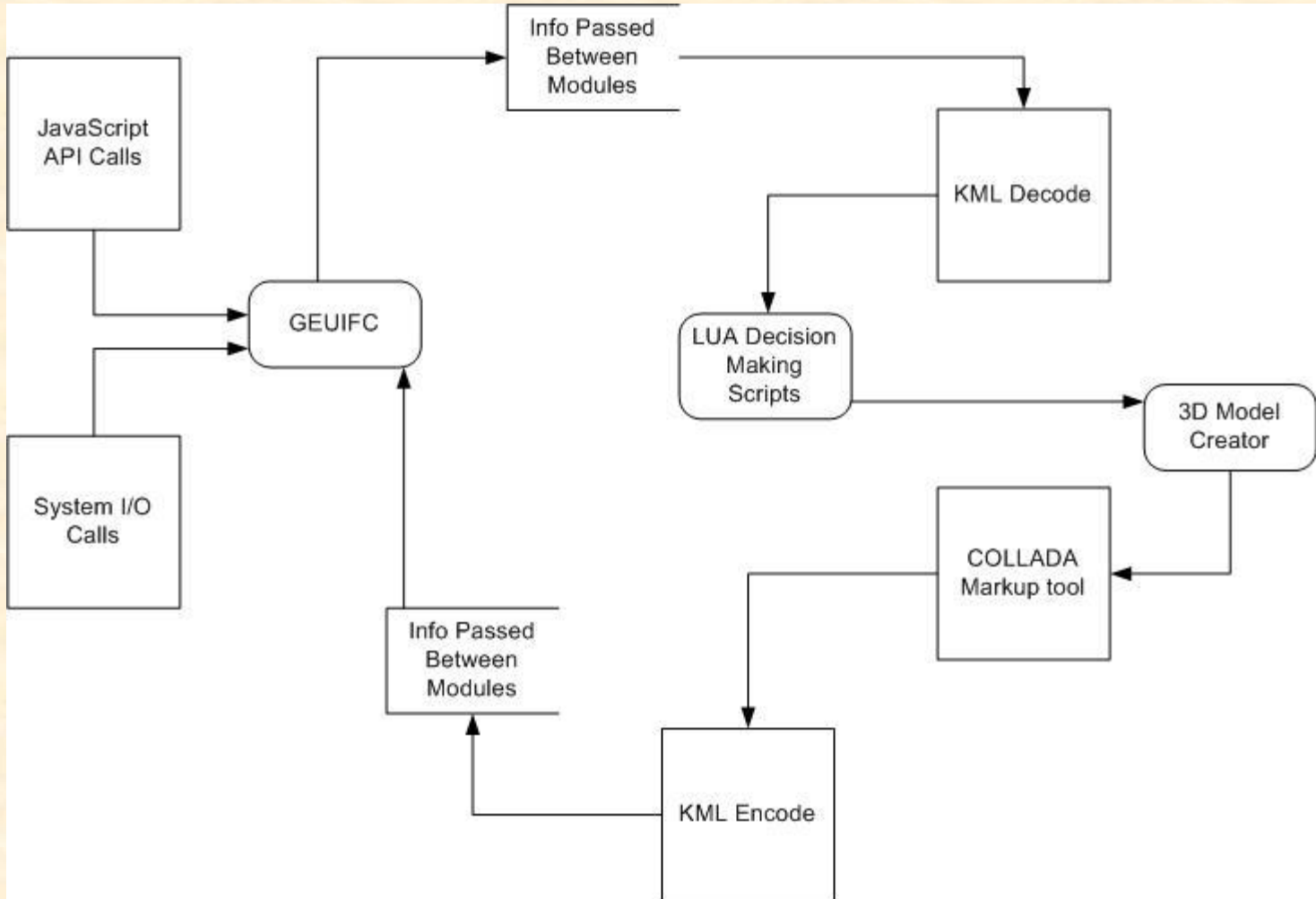
Components

- Google Earth User Interface Footprint Creator
 - Interactive application
 - Built on Google Earth
 - Allows users to draw footprints and view models
- 3D Model Creator
 - Non-interactive application
 - Builds 3D Models from footprints
 - Integrated Lua scripting support allows for future extensibility



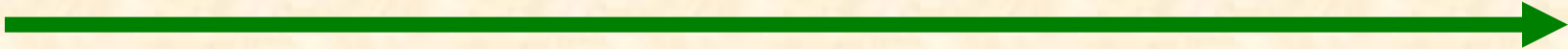
System Architecture

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Demonstration



Team 02: Boeing





Remaining Features

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- GEUIFC
 - Full footprint editing capabilities
 - Fix I/O issues
- 3DMC