

BENV2423LOWE

REAL-TIME INTERACTIVE ENVIRONMENTS – A POROSITY STUDIO

BEFORE WE BEGIN: RULES OF PLAY

WHO WE ARE

COURSE OUTLINE

LECTURES

EXPERIMENT ONE BRIEF

A NOTE ON THE MEDIA

RULES OF PLAY

1. THE LECTURE WILL BEGIN AT 1PM SHARP.
2. IF YOU MISS 3 LECTURES WITHOUT MY PRIOR APPROVAL YOU WILL NOT PASS THE COURSE.
3. IF YOU NEED TO SPEAK DURING THE LECTURE NO ONE BESIDES THE PERSON YOU ARE TALKING TO SHOULD BE ABLE TO HEAR YOU. IF I CAN HEAR YOU I WILL ASK YOU TO LEAVE.
4. FEEL FREE TO RAISE YOUR HAND AND ASK QUESTIONS DURING THE LECTURE.
5. THE STUDIO SESSIONS START AT EITHER 2PM OR 4PM SHARP. RULE 2 APPLIES TO THE STUDIO SESSIONS AS WELL AS THE LECTURES.
6. YOUR TUTORS WILL ONLY SPEAK TO YOU IF YOU ARE UP TO DATE (OR HAVE MADE AN HONEST ATTEMPT) WITH THE TASKS YOU HAVE BEEN SET THROUGHOUT THE COURSE.
7. WE NEED 4 STUDENT REPRESENTATIVES AND WILL CALL FOR VOLUNTEERS DURING THE FIRST STUDIO SESSION.

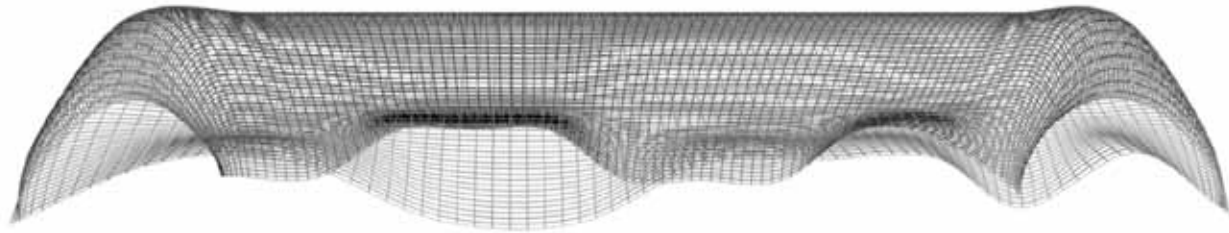
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NEW RULES OF PLAY

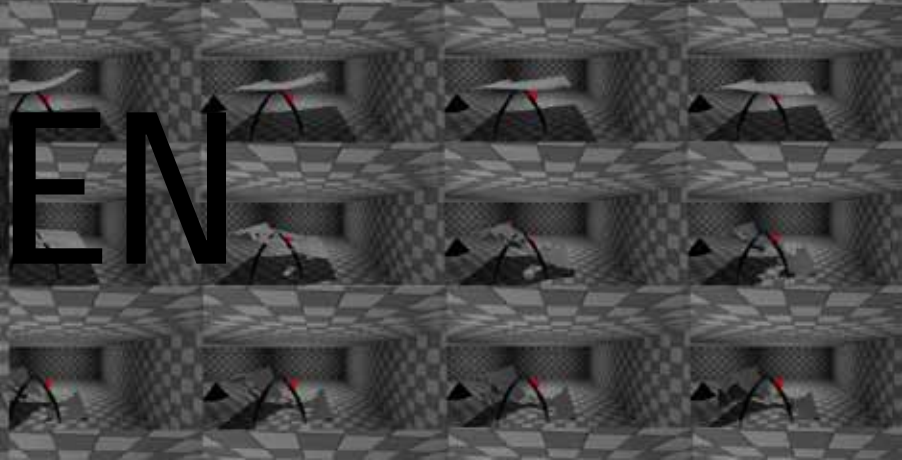
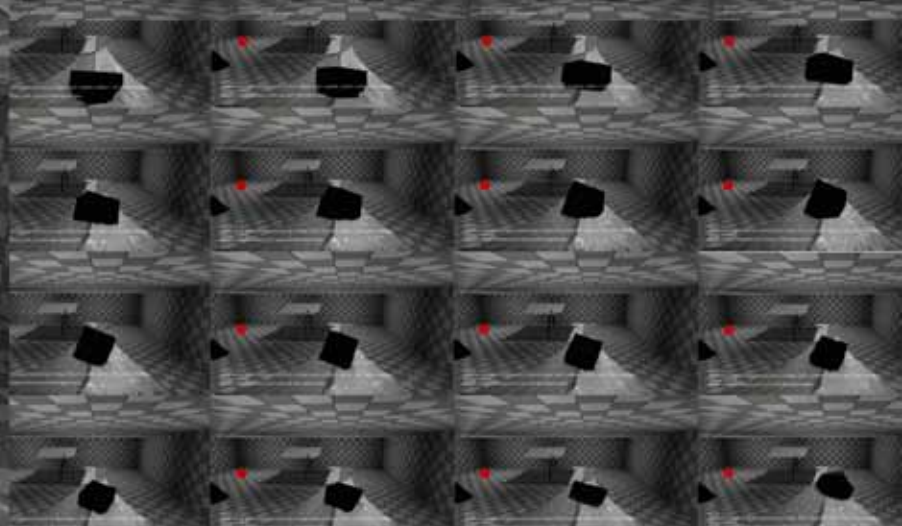
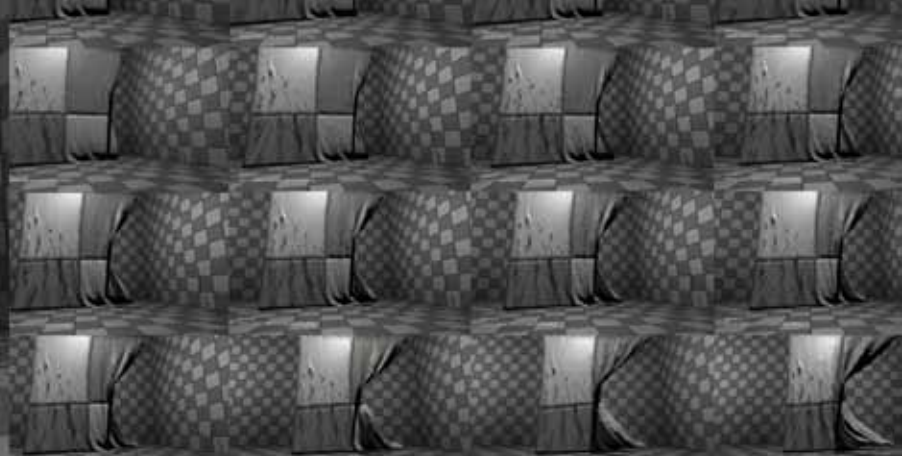
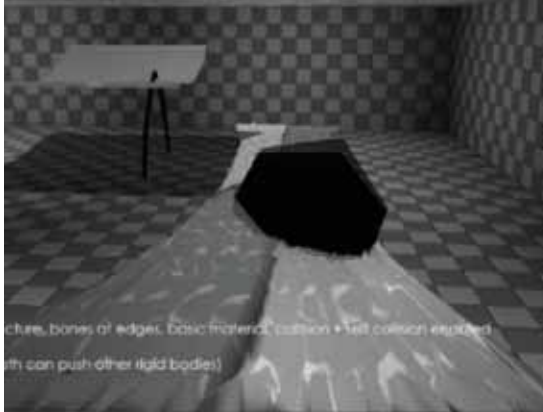
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7. WE NEED 4 STUDENT REPRESENTATIVES AND WILL CALL FOR VOLUNTEERS DURING THE FIRST STUDIO SESSION.
8. **THERE ARE 60 COMPUTERS IN THE LABS; WHICH MEANS THERE ARE MORE STUDENTS THAN COMPUTERS ... SO, FIRST IN FIRST SERVED.**

WHO WE ARE

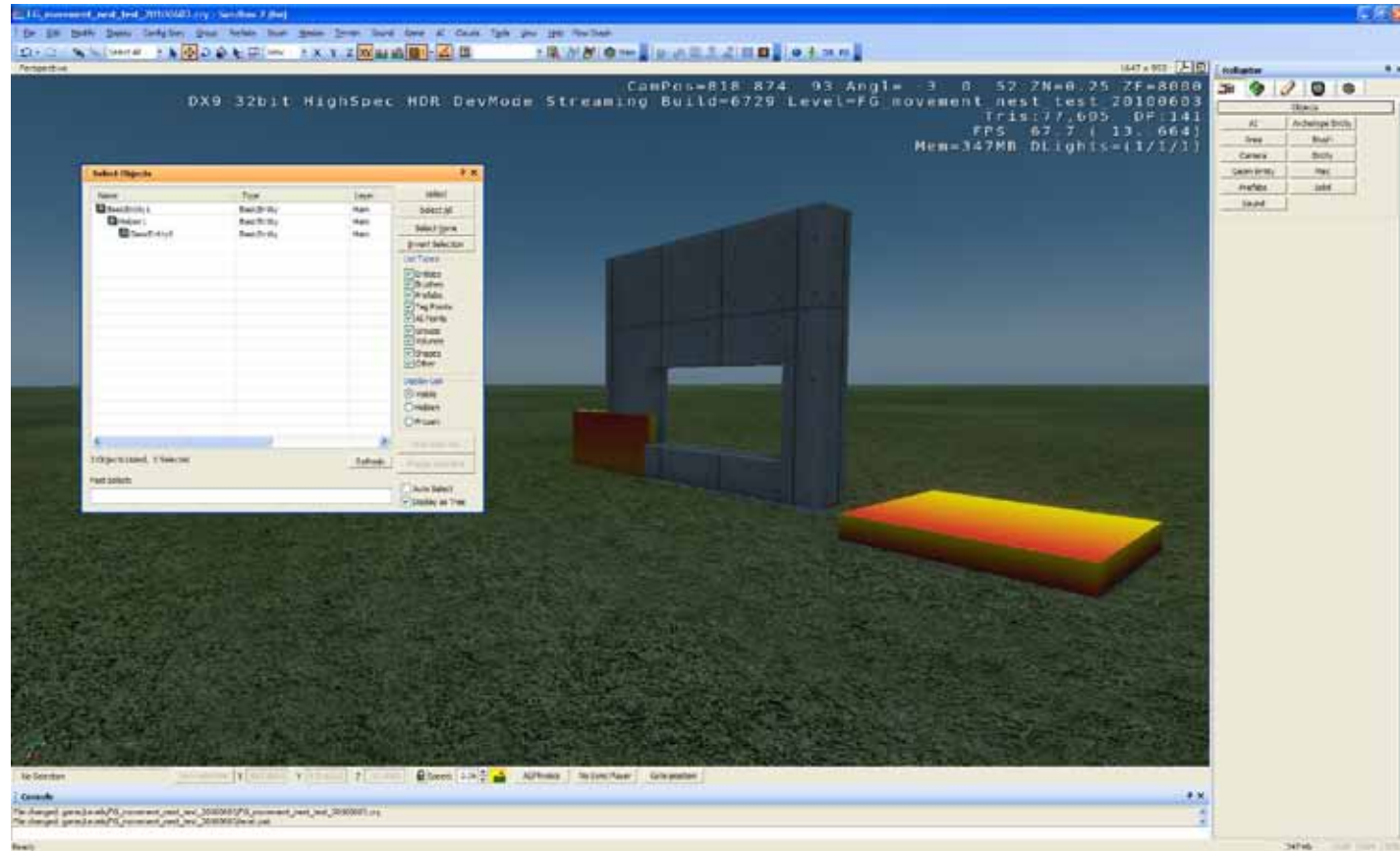


VINH NGUYEN





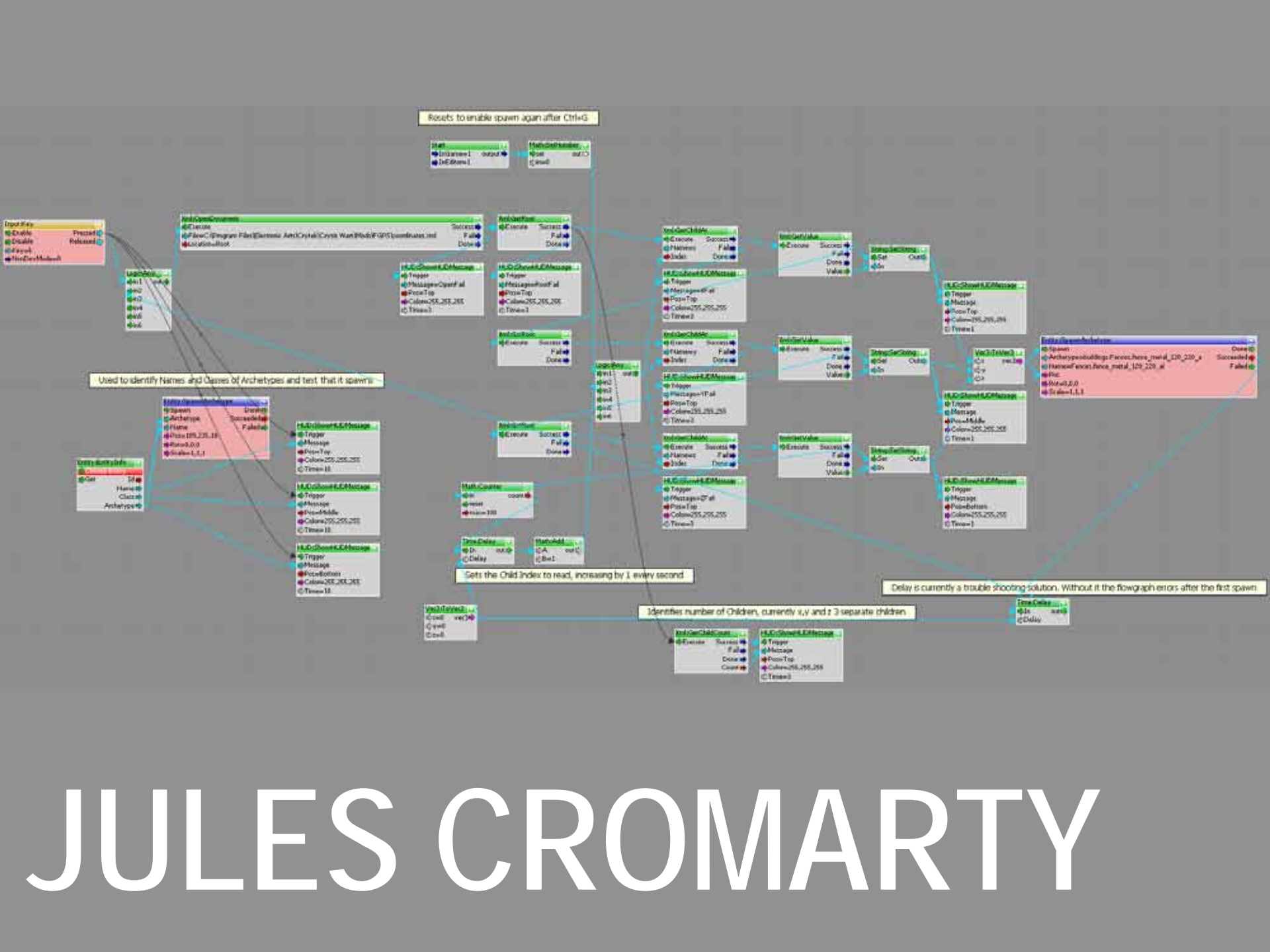
VINH NGUYEN



VINH NGUYEN



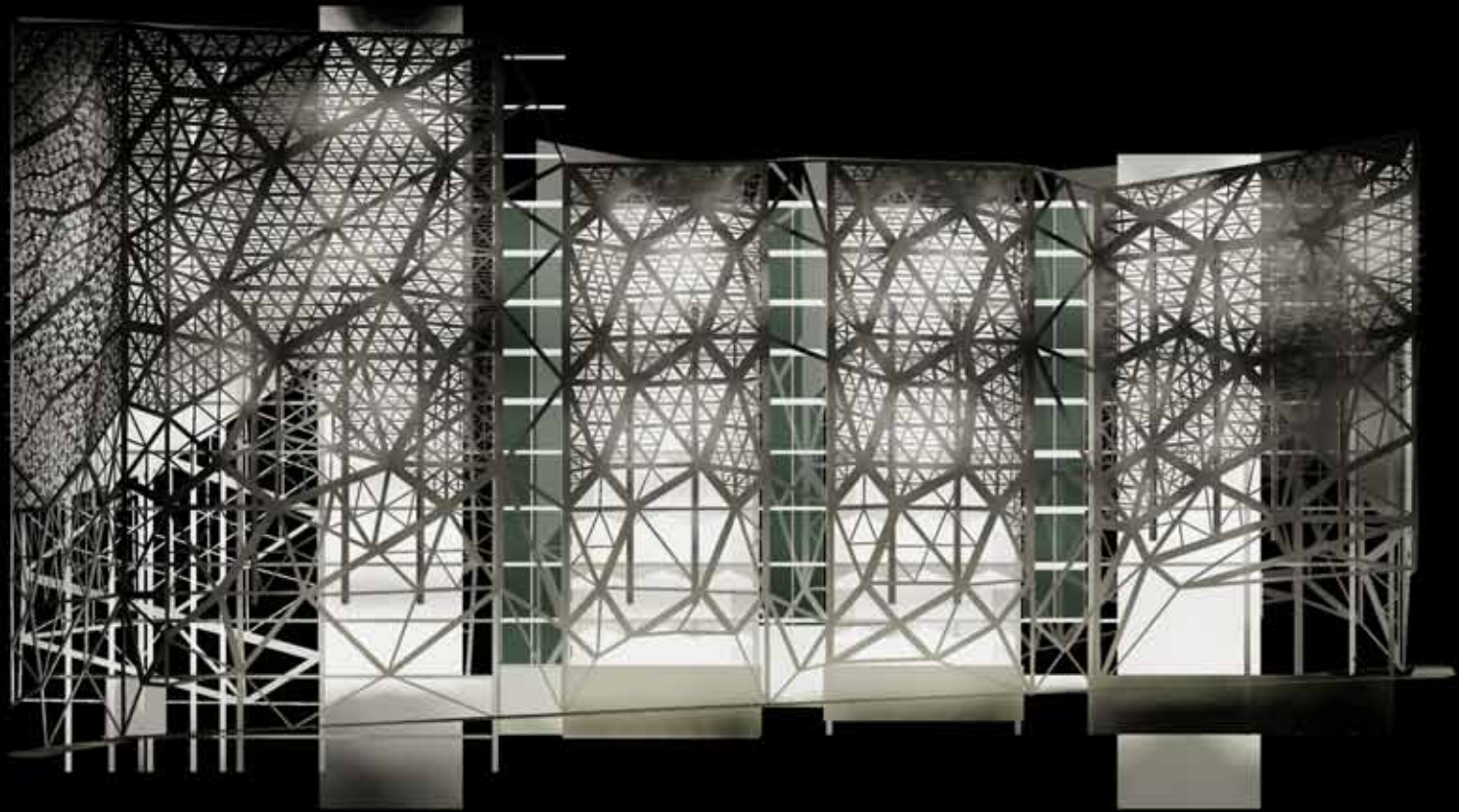
JULES CROMARTY



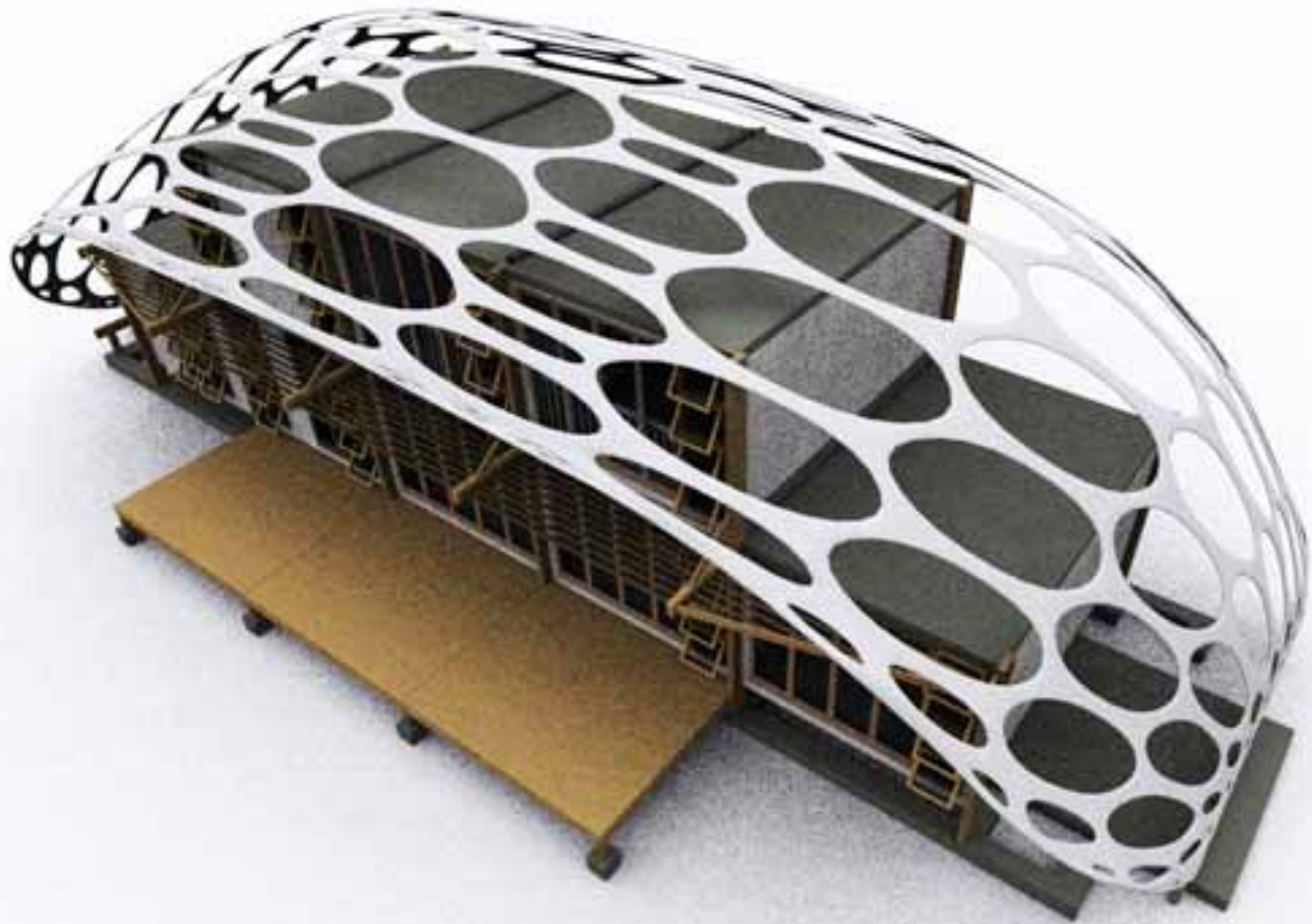
JULES CROMARTY



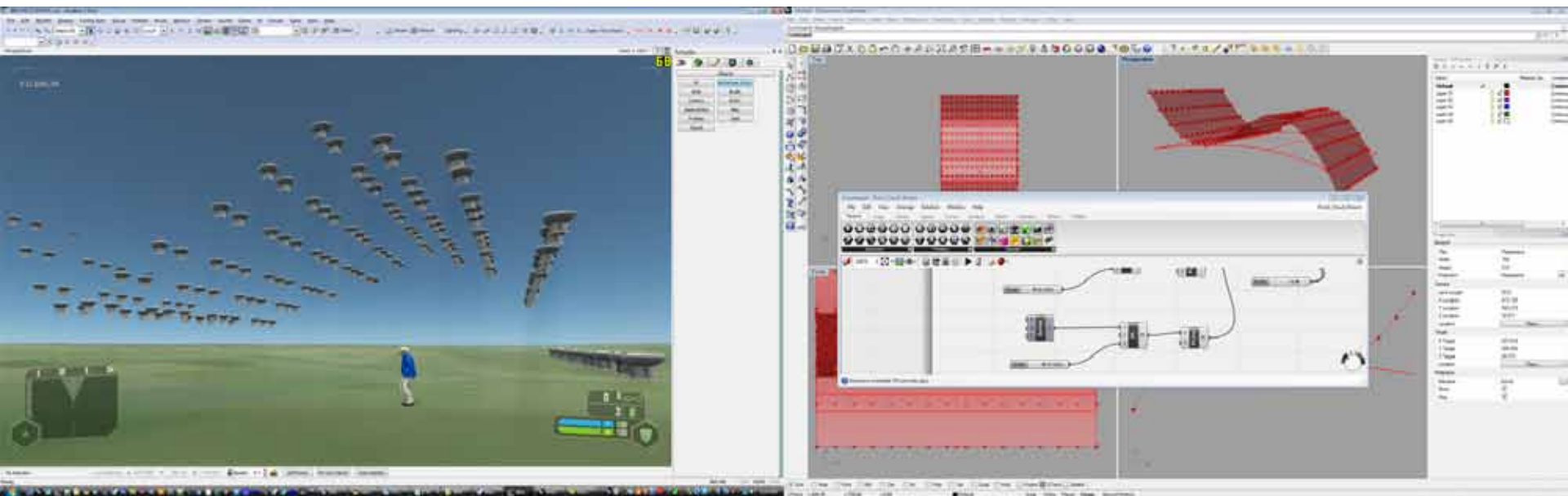
MR WALLACE



MR WALLACE



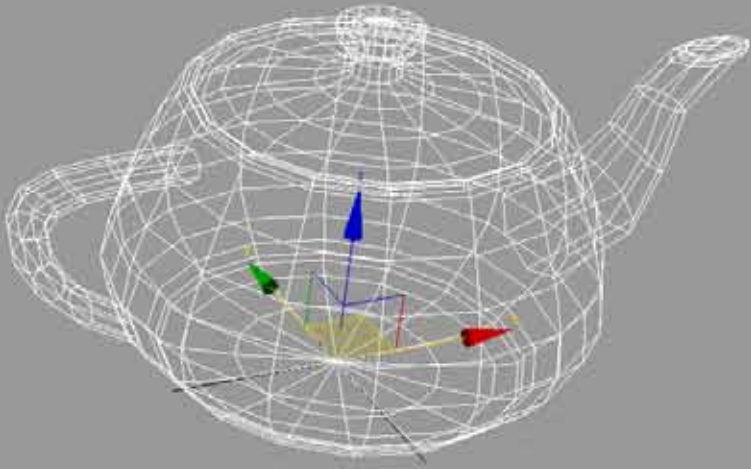
MR WALLACE



MR WALLACE


```
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File Edit Search View Tools Options Language Window Help
1>XMLExporterRL.ms | 2>XMLExporterRL.ms | 3>XMLExporterRL.ms

1
2 -- Original Author: Seraf aka Jerome Birembaut - www.dreammania.net
3 -- PV3D 2.0 support by mr.doob - www.mrdoob.com
4 -- Rewritten by Mike Lively to create CS4 XML Exporter
5 -- Rewritten by Russell Lowe to see what happens (to get the vertices only and format for Sandbox2)
6
7 utility XMLExporterRL "XMLExporterRL"
8 (
9   -- Definition des variables
10  local ostream,
11  papervision2="CS4 XML Exporter ",
12  engineName = #({papervision2}),
13
14
15  papervision2HeaderFormat = "<?xml version='1.0' encoding='utf-8?'>\n<root>",
16  tag1Format="\n",
17  papervision2VertexFormat = "<vertex%>%>,%>,%>\n</vertex%>%",
18  tag2Format="\n</vertex%>",
19  papervision2FooterFormat = "</root>"
20
21  -- Definition de l'interface
22  group "Options"
23  (
24    bitmap the_bmp fileName:"table_image.jpg"
25    hyperlink lab1 "www.dreammania.net" address:"http://www.dreammania.net" align:#center
26    hyperlink lab2 "extended by mr.doob" address:"http://mrdoob.com" align:#center
27    hyperlink lab3 "rewritten by Lively" address:"http://www.professionalpapervision.wordpress.com" align:#center
28    hyperlink lab4 "www.russellowe.com" address:"http://www.russellowe.com" align:#center
29
30    edittext classname_txt "XML : " text:"XMLName"
31    dropdownlist cbEngine "Engine" items:engineName
32    spinner scale "Scale : " range:[0.001,1000,1] type:#float
33    checkbox exportNormal "Export vertex normal" checked:false enabled:false
34    checkbox swapNormal "Swap face normal" checked:false
35    checkbox rounded "Rounded vertex coord" checked:false
36  )
37  on cbEngine selected i do
38  (
39    exportNormal.enabled = case cbEngine.selected of
40    (
41      papervision2: false
42    )
43  )
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RUSSELL LOWE



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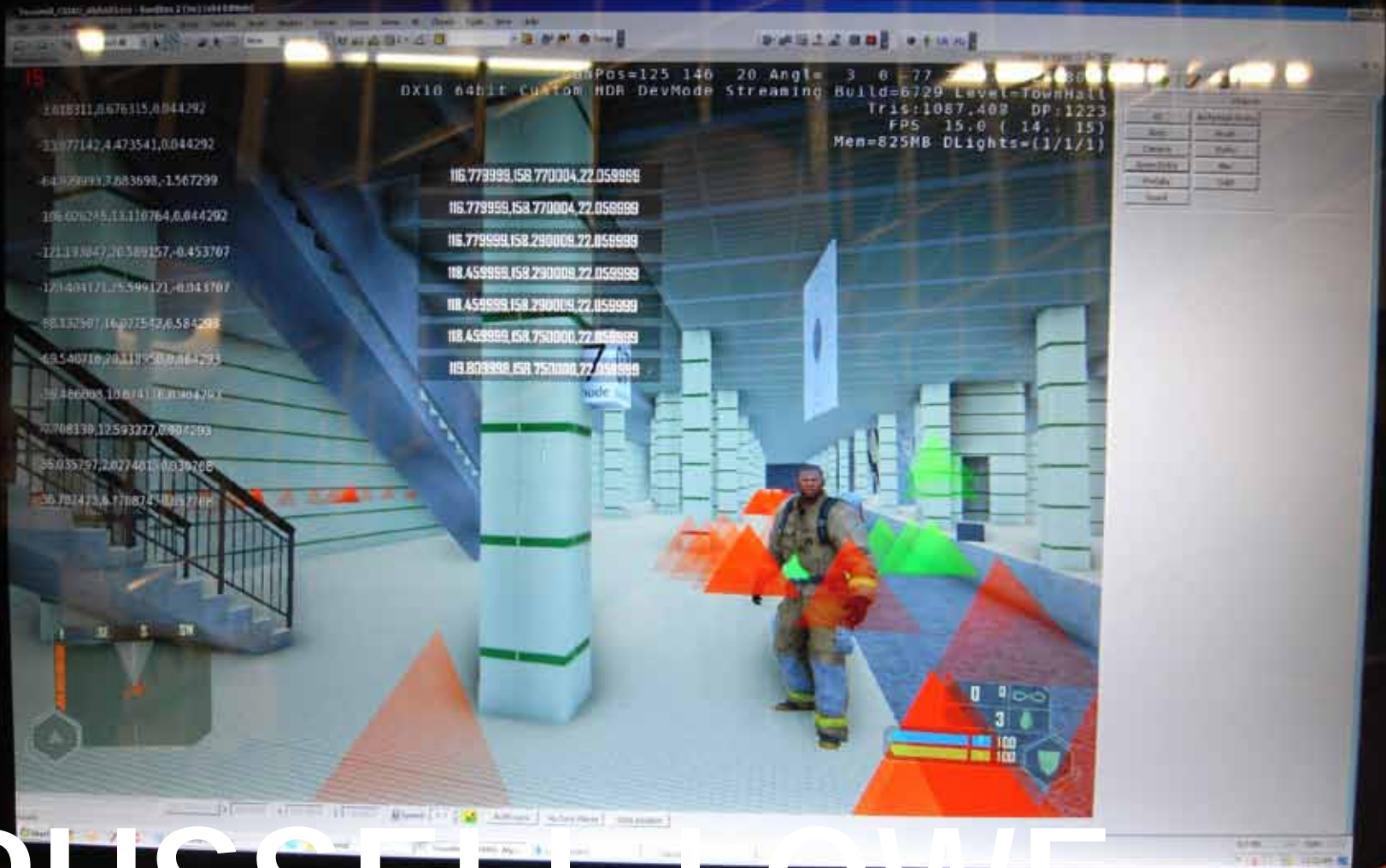
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STUDENT WORK

MATT O'BRIEN

JARROD HINWOOD

MILLIE LAKOS

CHRISTINE PAN

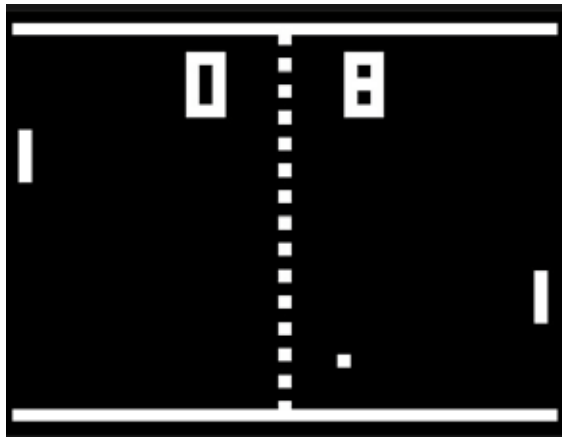
BLAKE CASHMAN

RICKY FAN

COURSE OUTLINE

WWW.RUSSELLLOWE.COM

LECTURES



Australian Government
Australian Research Council

PONG-CRYSIS-ARC



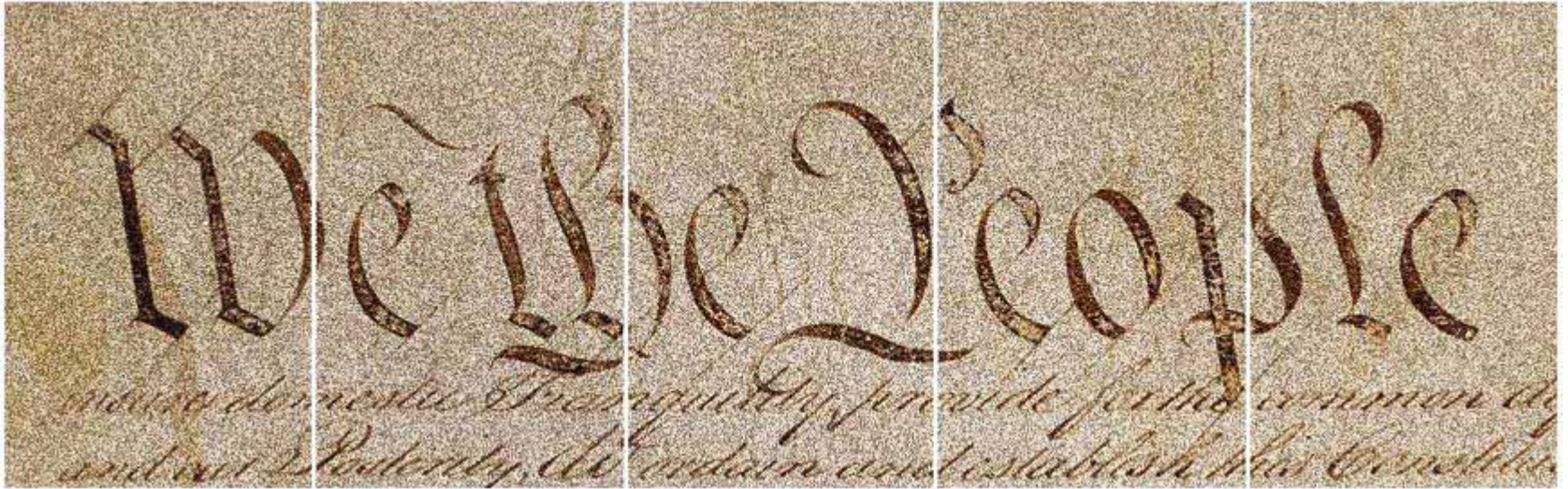
034.01 phunk

034.02 Tsuyoshi Kusano

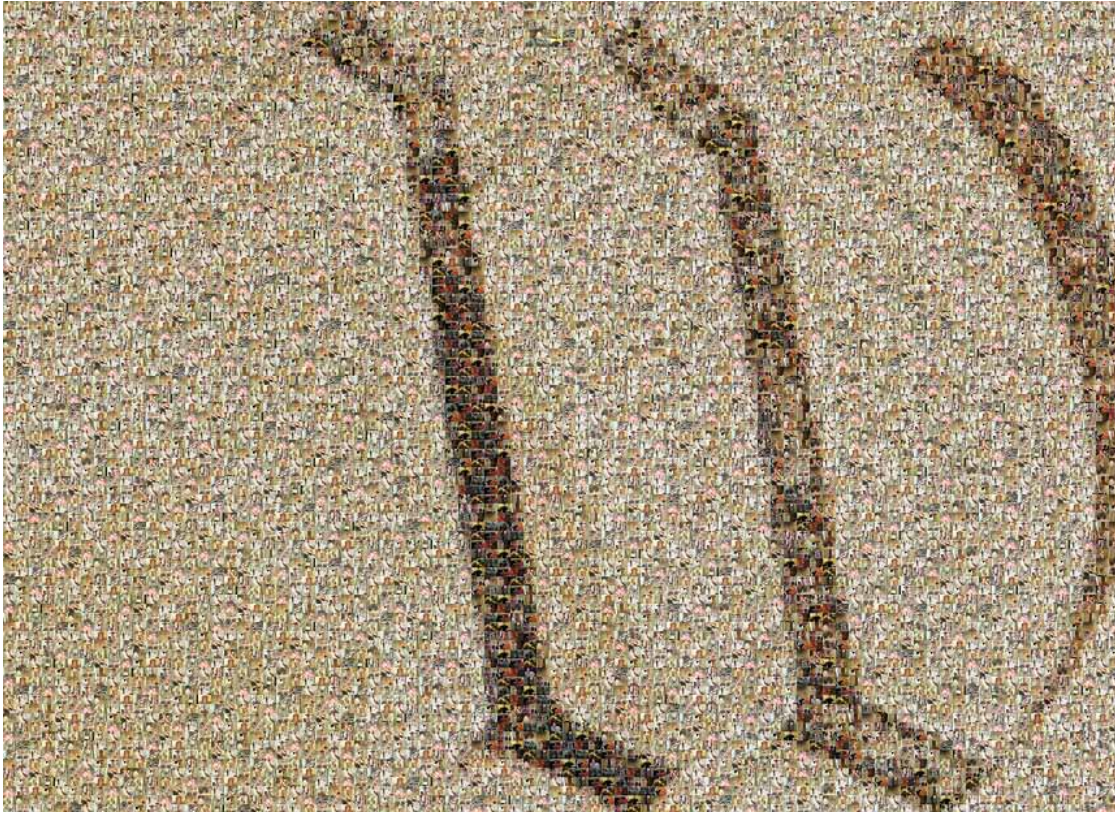
034.03 phunk

034.04 Power Graphixx

THE DOCUMENTARY



DATA



DATA



DATA



DATA



PURE WAR

EVACUATION

EVACUATION

**RICHARD GOODWIN
GUEST LECTURE**

都市孔隙工作室 | 设计吧

两个星期的工作室实践，60名来自中国和澳大利亚设计、艺术、建筑系学生，在上海东华大学，为上海城市问题提供独具个性的解决方案。

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RADICAL TRANSFORMATIONS: CROSSING CULTURES, BODIES AND CITIES

激变：跨越文化，人体和城市

DONGHUA UNIVERSITY SHANGHAI SEPTEMBER 14-28 2009
上海东华大学，2009年9月14日 - 28日

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SCULPTING THE STREETS

EXP1 BRIEF

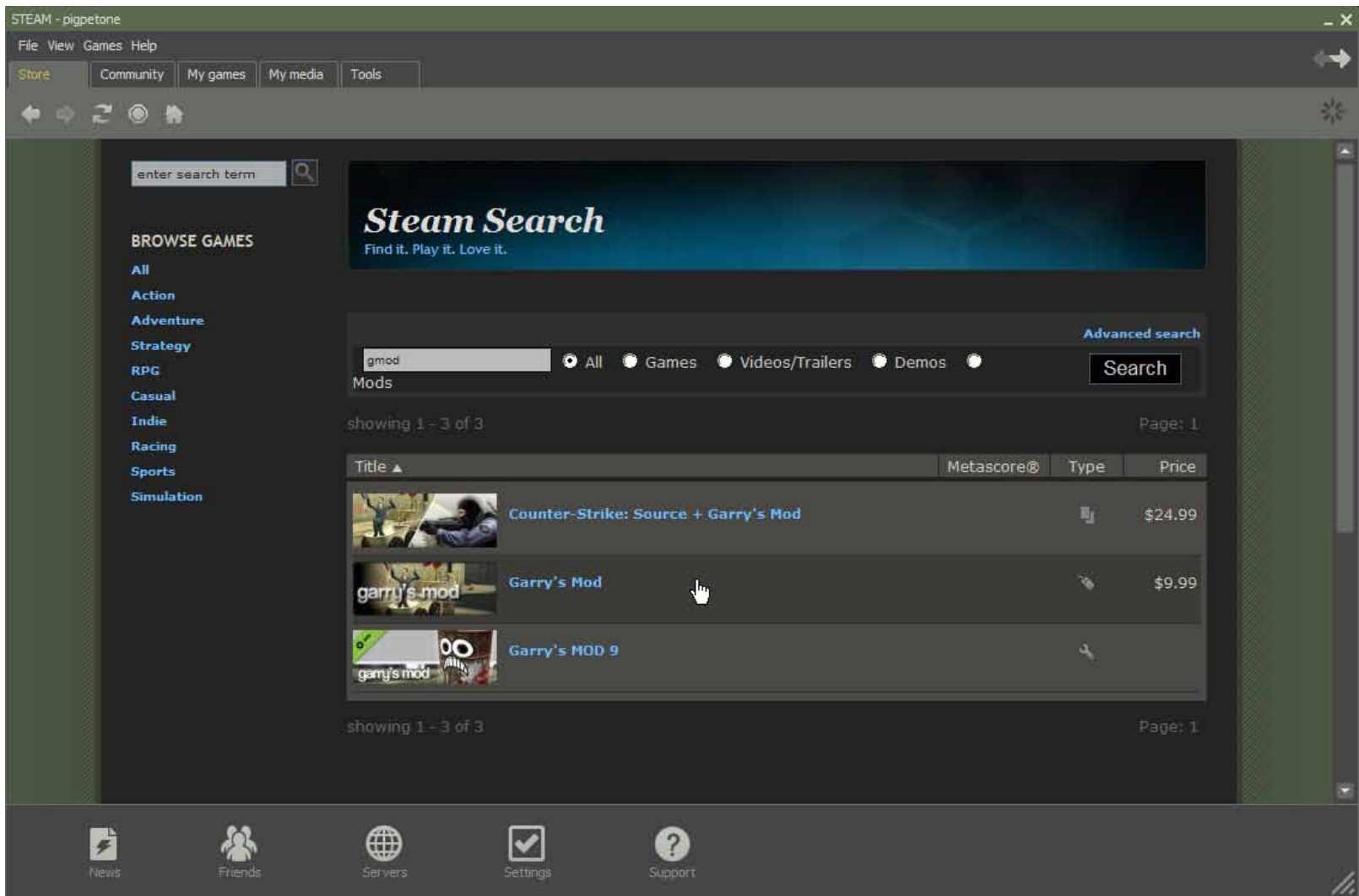
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THE MEDIA

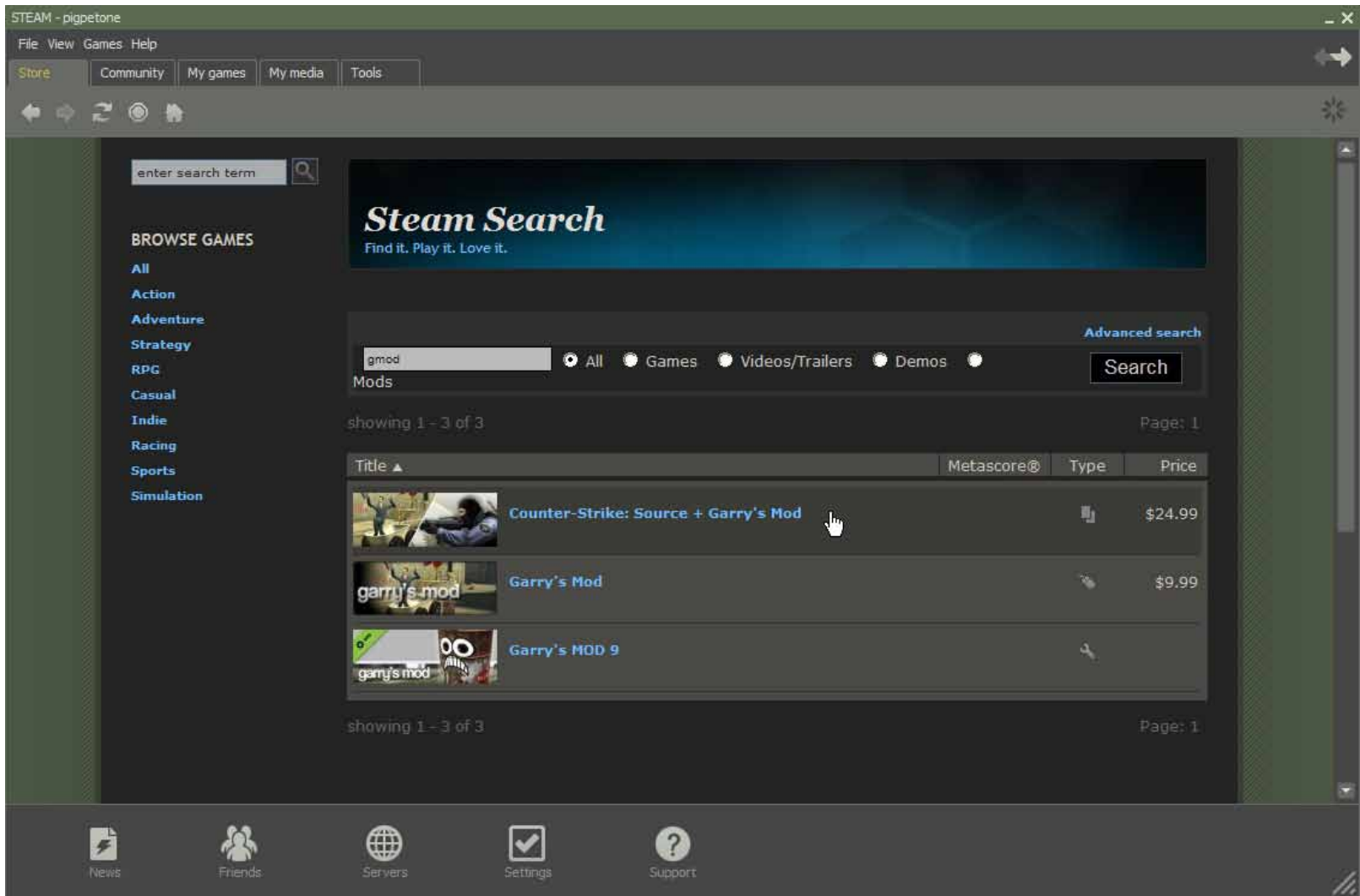
UT2004

GMOD – HL2

STEAMPOWERED.COM



GMOD – HL2



GMOD – HL2

UT3



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CRYSTIS[®]

WARHEAD[™]



CRYSIS WARS

THE LAB

LEVEL 2. LABS 1 + 2





Old.

New.







DEMO

ASSEMBLING THE STRUCTURE

QUESTIONS?