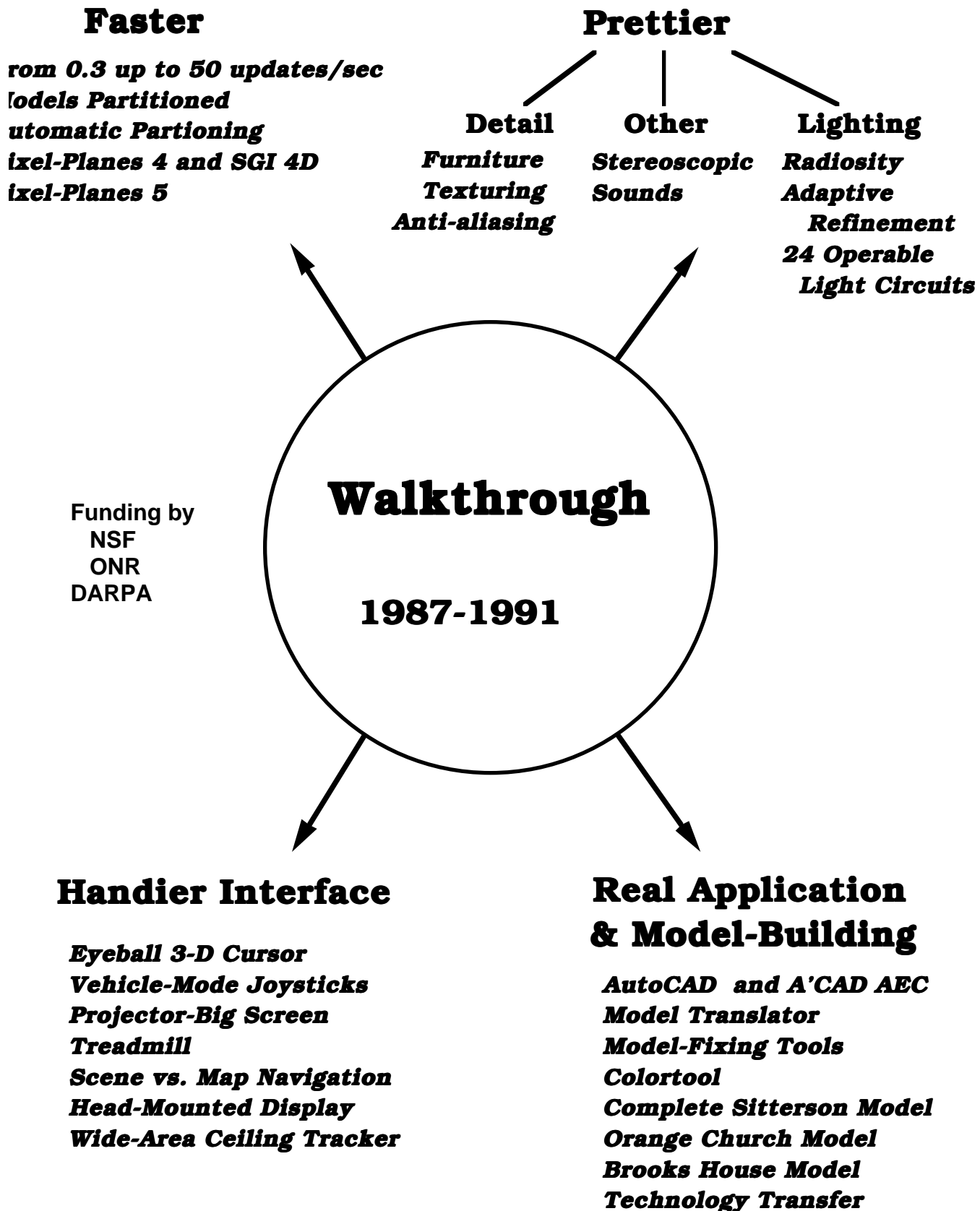


Walkthrough Progress 1987-91



Faster

*0.33 ups
BSP-tree partitioning*

Prettier

*Flat shading
Ambient plus directional*



Walkthrough I

**Adage Ikonas 3000
1987**

Handier

*Map view as supplement
Changeable field of view
Eyeball device for movement
Joystick for sun position*

Realer

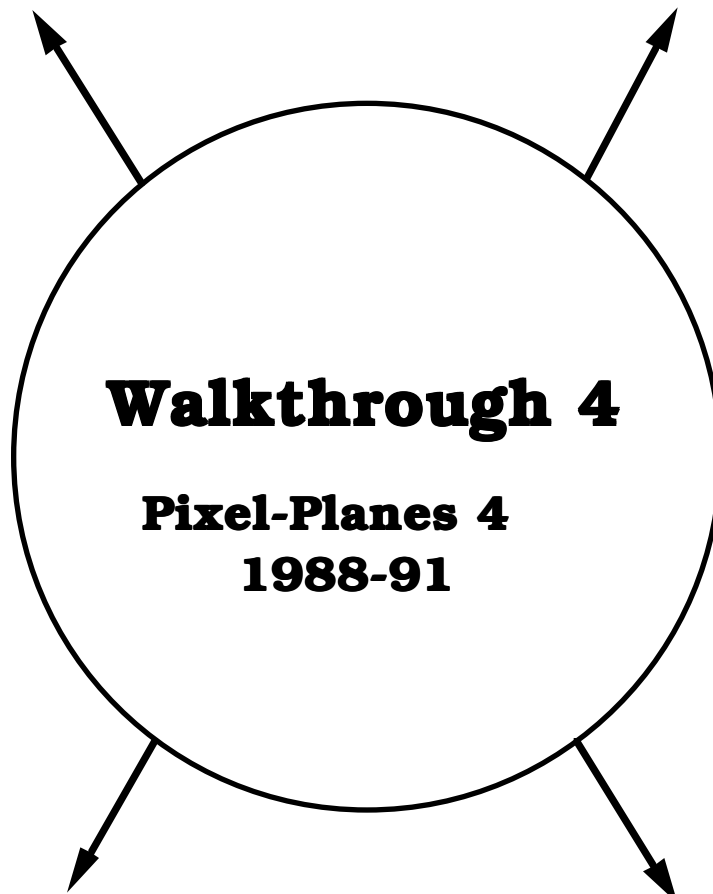
*8000-polygon
Sitterson Hall map*

Faster

Pixel-Planes 4, 3 updates/sec
Model Partitioned
Net= about 15 updates/sec
Automatic Partitioning
Porting to SGI 4D

Prettier

Anti-aliasing
with sweetening
Adaptive Radiosity
with sweetening
Radiosity filtering



Walkthrough 4

Pixel-Planes 4
1988-91

Handier

Scene vs. Map Navigation
Projector-Big Screen
Treadmill
Bicycle
Head-Mounted Display
Individual real-time
switching of lights
Graphic interface for lights

Realer

AutoCad
Model Translator
Colortool
Double-wall Sitterson Model
Orange Church Hall
Furniture
AutoCad AEC
Model massaging tools
Brooks House model
Code and model used by SGI

Faster

Pixel-Planes 5
Net= 20+ ups
Microcode primitives
Net = 50 ups

Prettier

Stereoscopic image
Textures
Localized sounds
Flickering fire



Walkthrough 5

Pixel-Planes 5
1990-now

Handier

Wide-area ceiling tracker
Real-virtual translation
Movable doors, objects
Hand sensor, grabbing

Realer

Detailed kitchen model
Real use for kitchen design
Apartment model

Faster

Berkeley partitioning
Near-real-time radiosity

Prettier

Reflections
Sunbeams
Bump-mapped textures
Directional sound
Better colors, textures

Walkthrough 5.3
Objectives

August, 1993
Pixel-Planes 5

Handier

Floor plan display options:
HMD, Screen with stereo.
Tactor feedback on grasp

Realer

10,000-polygon Virtus
model of Brooks house.
Yard model
Cylindrical elements