

Rooster – per week

1. **Introduction** – principles and applications of VR, basic geometry and links (both ways) to HTMLpages.
 Concepts: geometry, translation, viewpoints
 Example: product demo with HTML interface
2. **Animating objects** – sensors, interpolators, the event-model and basic scripting
 Concepts: routing and activation
 Example: coloring objects, replacing interpolator with scripts
3. **Structuring 3D space** – transforms, groupings and abstractions (i.e. protos), possibly including appearance, background and lights.
 Concepts: cascading transforms
 Example: showroom, or product demo
4. **Animating viewpoints** – avatars and viewpoints
 Concepts: vrml programming model
 Example: the bus, pushable crates
5. **Towards immersive virtual worlds** – the (blaxxun) HUD node, more sensors, the RIF interaction gadgets
 Concepts: navigation and interaction
 Example: the emotion disc
6. **Complex geometry** – advanced geometric nodes, authoring issues, creation from script, vrmlgen?
 Concepts: vrml authoring
 Example: elements from lego world?
7. **The future of VR(ML)** – the EAI, X3D, agent guides, information retrieval
 Concepts: creating advanced worlds
 Example: navigation by query