

# The Virtual Universe Project

A 3-Dimensional Virtual Universe for a World-Wide Avatar Gathering at

National Science Week



THE UNIVERSITY OF  
WESTERN AUSTRALIA

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# SCIENCE WEEK

## VIRTUAL UNIVERSE PROJECT



They say a picture paints a thousand words. The **VIRTUAL UNIVERSE PROJECT** allow anyone to participate online in National Science Week as an *avatar*, explore the virtual University of Western Australia (UWA) Science Faculties situated in virtual City of Perth.

After logging in through the Web, participants will be able to explore a detailed campus model, interact with other avatars and objects such as buildings, and obtain information by clicking on them. A 'Science Guru' avatar will quiz participants on science questions of significance to Australia.

The UWA School of Computer Science and Software Engineering (CSSE), is running the project. Partners around the globe will be providing additional supporting server resources as required.

This project will help advertise Perth to the rest of the world, is open and has appeal to persons of all ages, will educate those logging in as to Australian scientific accomplishments. It will have a 'life' even after National Science Week, as CSSE will provide server space indefinitely to allow the project to continue. Media releases will be prepared to allow maximum exposure for the event, with focus on world-wide media operations such as Reuters & the Associated Press.

The public will also be invited to a seminar / launch of the Virtual Universe to be held on the Friday prior to the start of Science Week (hosted by CSSE, UWA).





# How You Can Help

You can participate in a number of ways, e.g. as a:

- **Modeler:** modeling of buildings from drawings and photos is required.
- **Photographer:** panoramic stitched images and individual photos are required.
- **Developer of multiuser network server software:** we are working on a simple, fast server for holding avatar and user information and routing avatar movement and state between server(s) and clients.
- **Event participant:** you will be able to login, select an avatar and join others "on the show floor".
- **Graphic artist:** we are looking for help designing posters/brochures.
- **World developer:** we need some attractive worlds to try out.
- **Web page developer:** An avatar login/selection page is required.
- **Developer of avatars or avatar tools:** we are after a set of avatars that can be used for the event and which will play in more than one X3D player.
- **Developer of an X3D player:** modifications to X3D Browsers are required, or prototype nodes constructed, to implement sufficient network sensor capability. Currently the Flux Player has a beta implementation.
- **Sponsor** - you can sponsor part of the event costs or provide resource in kind.

