

Virginia Tech

SIGGRAPH 2022

Immersive Visualization for Research, Science and Art BOF

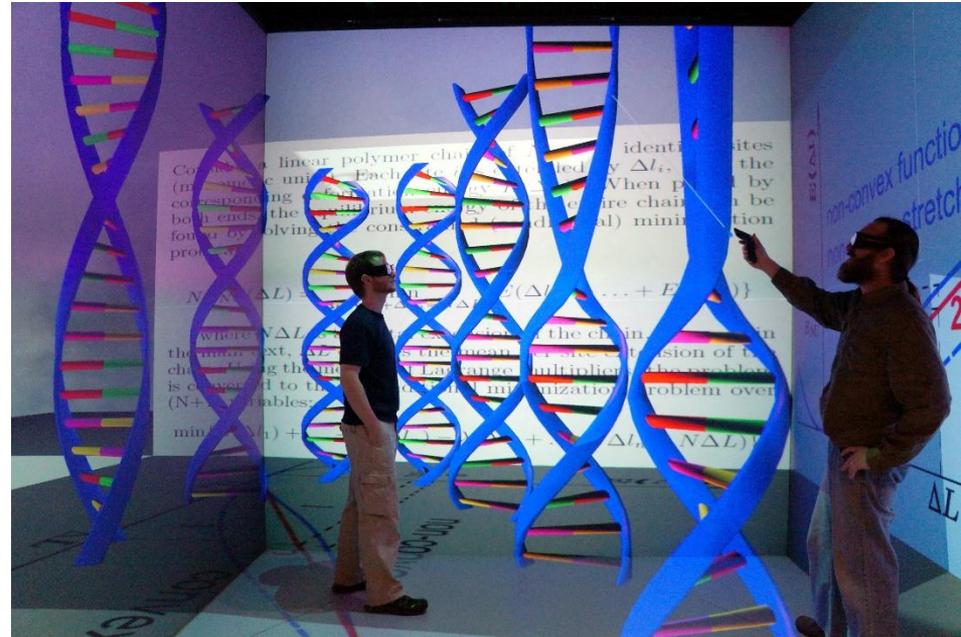
Virginia Tech

Using Web3D Standards (X3D & VRML) everyday to fulfill our Land-Grant mission:

- Interoperability
- Access
- Reproducibility
- Durability

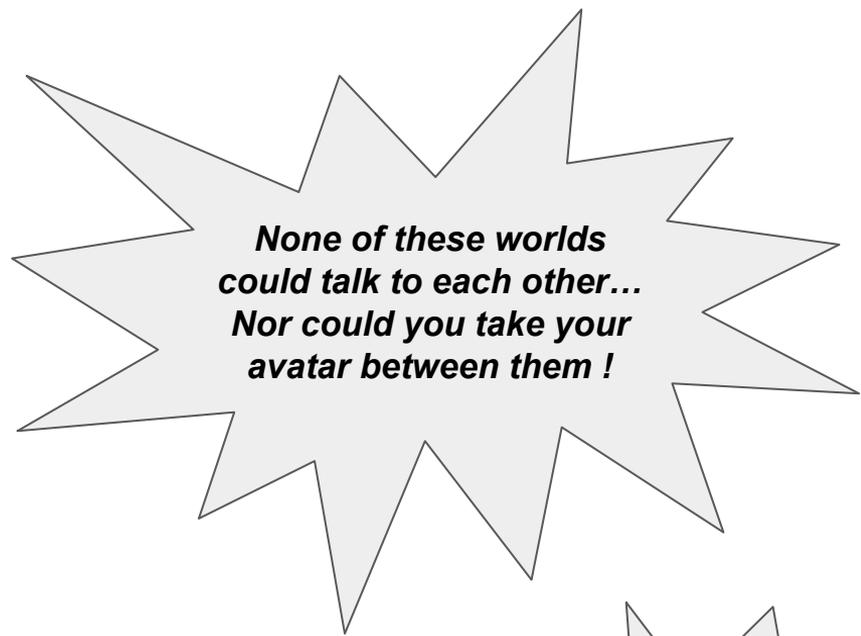
www.vt.edu

<https://arc.vt.edu/>



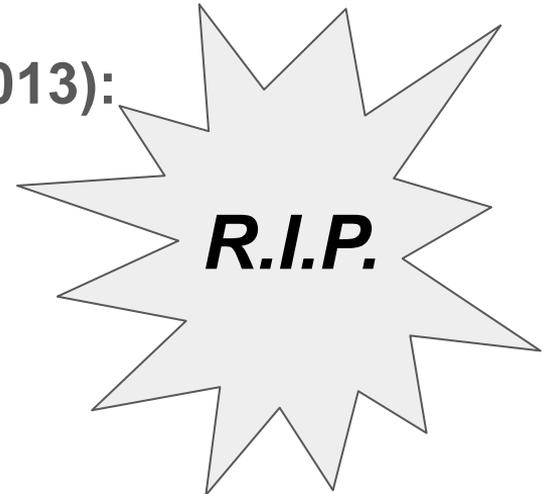
Mid 2000s

- blaxxun
- Second Life
- There
- Google Lively



Federal Consortium of Virtual Worlds (2009-2013):

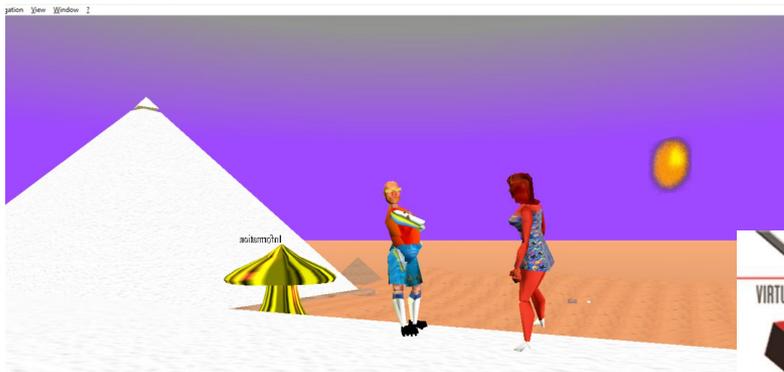
- Avaya
- Teleplace
- VastPark
- Olive



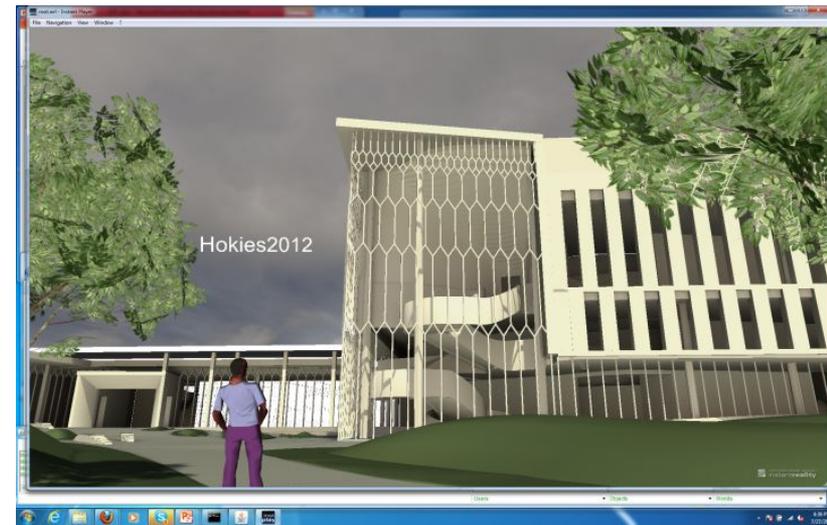
VirtuWorlds Giza (1998-2022)

Multimedia Mashup for WWW:

- *Survey drawings + GeoTIFF terrain*
- *Characters, animations*
- *Stands the test of Time*



X3D Blacksburg



In 2010/2011:



DeepMatrix v2

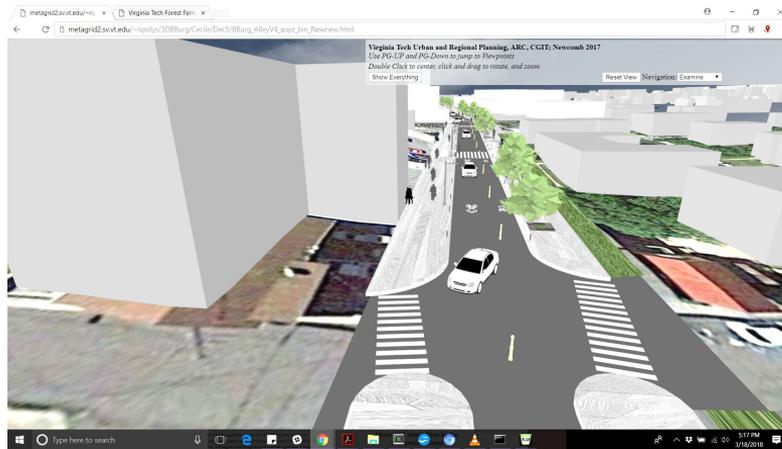
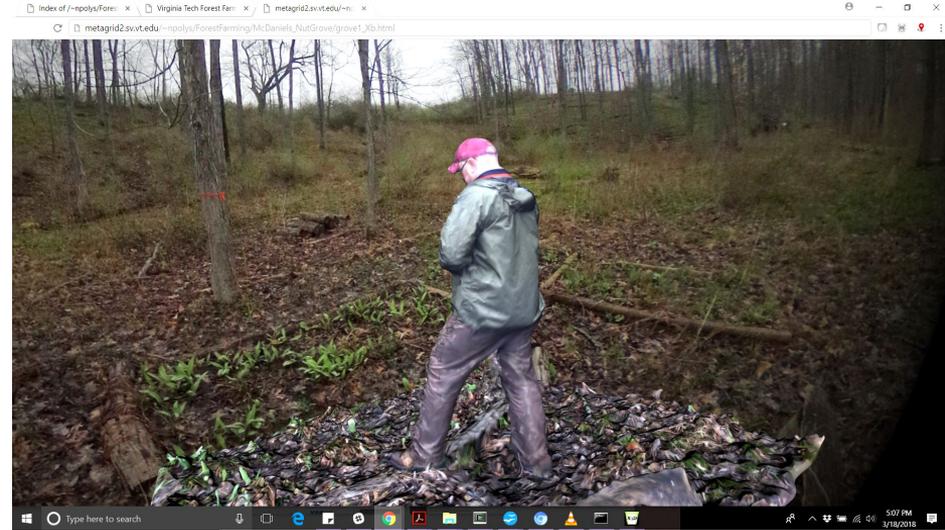
Same X3D world, different client and server



**BitManagement
Server**

Design & Planning

- **Virtual Tours**
 - 360 video & photospheres
 - Structure.io scans
- **Town Planning** (Sketchup + X3D Blacksburg)



Remote Experiences

See also: <https://vimeo.com/visionarium2018>

Prof Katie Meaney's

Environmental

Design module



US Forest Service Professional Cert

- Pivoted to online training
- USDA Advanced Silviculture Program is usually a 2 week on-site intensive course
- 6 forests, dozens of plots captured w 360-degree photospheres and drone video spheres

Penobscot: Plot 11

- Plot Center
- Plot from South
- Plot from West
- Plot from North
- Plot from East

[Overhead img \(@ 125ft\)](#)

[Open Plot Data](#)

- Site Entry Report
- Site Aerial Image Medium
- Site Aerial Image
- Site Topo Image

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X	A	B	C	D
1	Tree Number	Penobscot Number	Tree Species	Diameter Breast Height
2	1	20	Eastern Hemlock	7
3	2	21	Eastern Hemlock	5.4
4	3	22	Eastern Hemlock	6.3
5	4	113	Balsam Fir	8.5
6	5	322	Eastern Hemlock	9.3
7	6	522	Red Pine	7.2
8	7	517	Balsam Fir	7.2
9	8	916	Balsam Fir	7.8
10	9	710	Eastern White Pine	6.3
11	10	819	Red Maple	4.5
12	11	808	Paper Birch	5.6

Penobscot Forest - Unit 15

Legend

- Penobscot Plot
- Management Boundary
- Forest Boundary



- VT Forestry News Story: [Immersive and annotated study tour videos filmed using a full-hemispherical camera](#)
- Presents Overview-and-Detail, spatial properties of site
- See also: Web3D 2021 paper on [X3D Field Trips for Remote Learning](#)

Location-based Graphics

- **HCI Capstone** (Seniors Spring 2022) projects: new explorations into Mirror Worlds
 - Increasing Watershed awareness & stewardship
 - Prototype concepts through user-centered design
- QR codes bridge physical and informational spaces
 - Multimedia
 - Multiplatform (* phone gyro)

Stroubles Creek Projects

Increasing Watershed awareness & stewardship:

- QR codes and map pins to Web addresses
- X3D + HTML5 presentation
- 360 Videos, images
- Links to other resources



- Locations**
- Triple Point
 - Spout Spring
 - Spout Spring (no narration)
 - Owens Spring
 - Owens Spring (no narration)
 - Robinson Spring
 - Robinson Spring (no narration)
-



Spout Spring

“...a piece of ground in a healthy climate, a fertile neighborhood with excellent springs thereon...”

-William Black, founder of Blacksburg, in a 1797 petition to the state of Virginia for establishment of the Town.

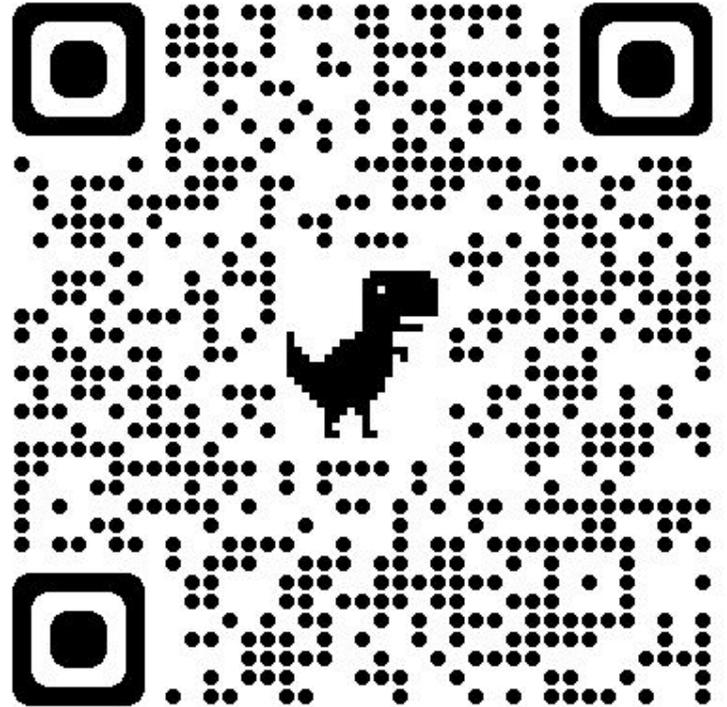
The abundance of springs in this area helped make Blacksburg a desirable place for settlement. Spout Spring, also known as Painter's, Palmer's, and College Spring, serves as one of several headwaters of the Stroubles Creek Central Branch, which flows through and under the town. In 1894 Virginia Agricultural and Mechanical College (now Virginia Tech) bought the Spout Spring property for \$50, and it provided water for many Town residences and businesses, the College's cafeteria, a laundry, student housing, a creamery and farm buildings. Blacksburg bought this property in 1963, and Spout Spring is now the flagship of the Town's

Useful links: [Live](#)

Videosphere Viewing Concept

To enable first person view on your phone,

- Click the 'Start Demo' link at top right
- Look around in Landscape mode

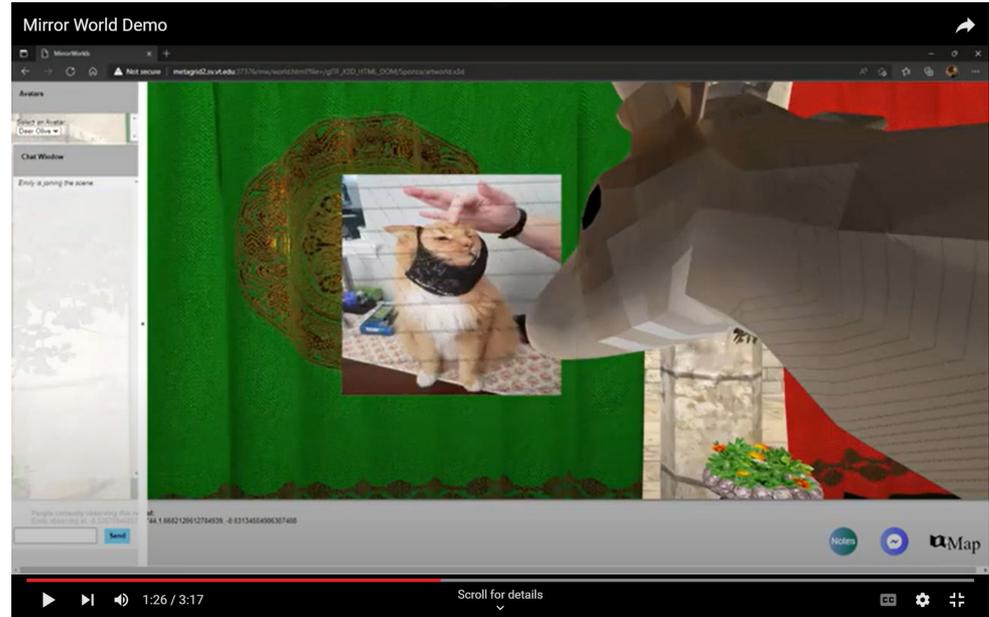


Virginia Tech HCI Capstone Groups (Spring 2022)

- Project-based requirement for CS HCI Seniors
- User-centered design, prototyping, and evaluation
- Mirror World concept with Moss Arts Center and VT's Fusality Server

(node.js):

- Multimedia in the Metaverse
- X3D for lighting and interaction
- GLTF & X3D models
- X3DOM + Javascript
- Private / Proximity chat
- [YouTubeVideo](#)
- [GitHub - SamyCoder/theArtMetaverse](#)



All Still True:

see *Web3D 2011 Tutorial: [Building Networked Virtual Worlds](#)*

More Recent Observations:

- Use of 3D is rising in every vertical market: “Silos of Excellence”
- The strategy toward separation of concerns has been proven: X3D plays well with others in the WWW ecosystem of Standards
- **User experience still lags expectations**
 - Will the Metaverse be just another ad tracking environment?
 - Will they (it?) be specialized to tasks (work, personal, ...)? Interoperable?
 - Security and Safety are key factors for consumer adoption:
 - Is my data protected?
 - Can I remove myself at any time?
 - Rules of engagement?

Thanks!

npolys@vt.edu

For more on Extensible 3D (X3D) see:

Web3D.org

References

- Nicholas F Polys, Kathleen Meaney, John Munsell, and Benjamin J Addlestone. 2021. X3D Field Trips for Remote Learning. In The 26th International Conference on 3D Web Technology (Web3D '21). Association for Computing Machinery, New York, NY, USA, Article 5, 1–7. <https://doi.org/10.1145/3485444.3487647>
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