

## Senior Project - LivingVindonissa

### World Wide Vindonissa

Senior Project: 2010-2011

Dain Cilke, Pierce Edwards, Jeremy Reed, Gabriel (Gabe) Tambos and Nathan Thompson

[University of Applied Sciences Northwestern Switzerland](#)

Windisch, Switzerland

[AgentSheets, Inc.](#)

Boulder, CO

The University of Applied Science Northwestern Switzerland Institute of 4D Technologies has utilized the architectural model of the Roman city of Vindonissa as provided by the University of Applied Sciences Northwestern Switzerland Institute of Archaeology of Canton Aargau to create an interactive experience on their Virtual Environment platform. However, interacting with the model is limited to those physically on campus.

The goal of this project was to take the model files generated by the Institute of Archaeology and incorporate them into a WebGL framework to make the model of the Vindonissa site available to everyone via the internet. LivingVindonissa allows visitors to navigate the site, both by "walking" and "flying". It also presents various points of interest with corresponding descriptions, as well as allowing users to create and replay paths through the site.

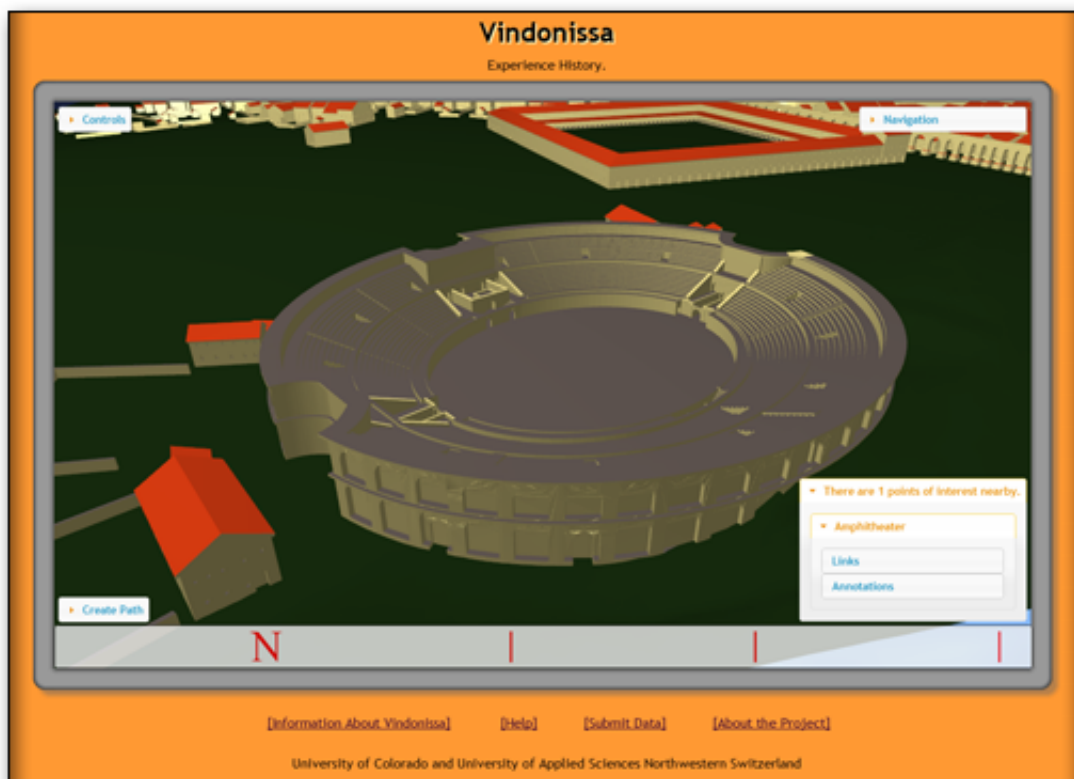
Video:   [World Wide Vindonissa](#)



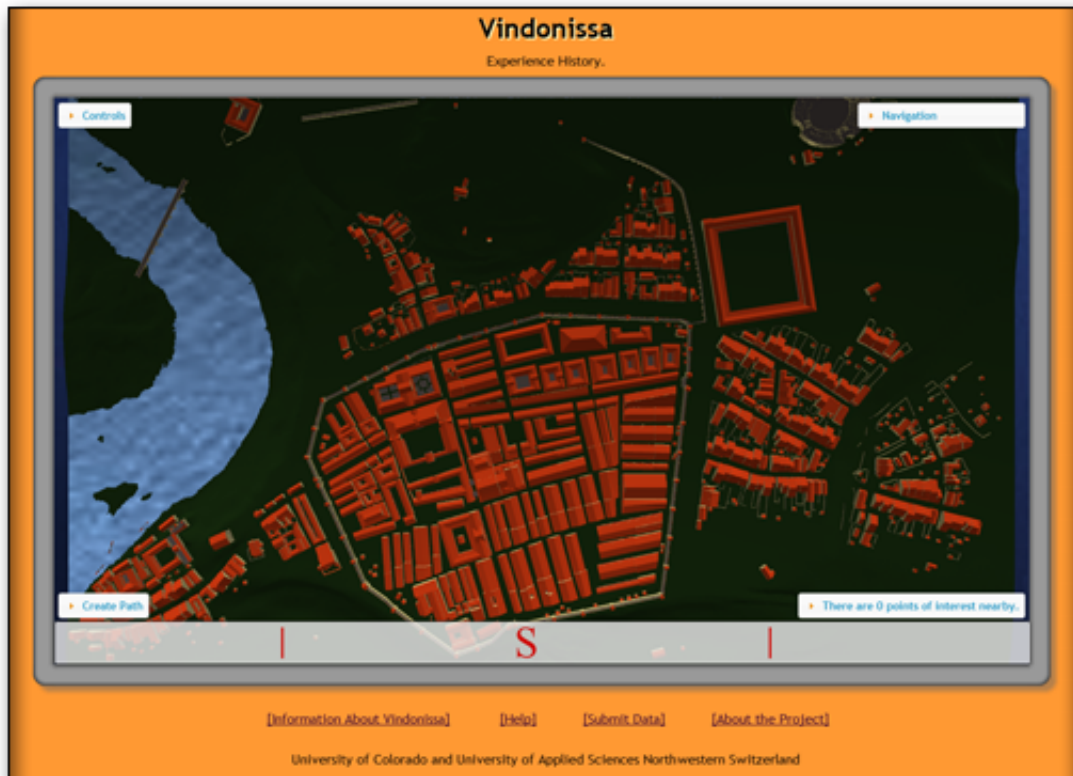
### Controls



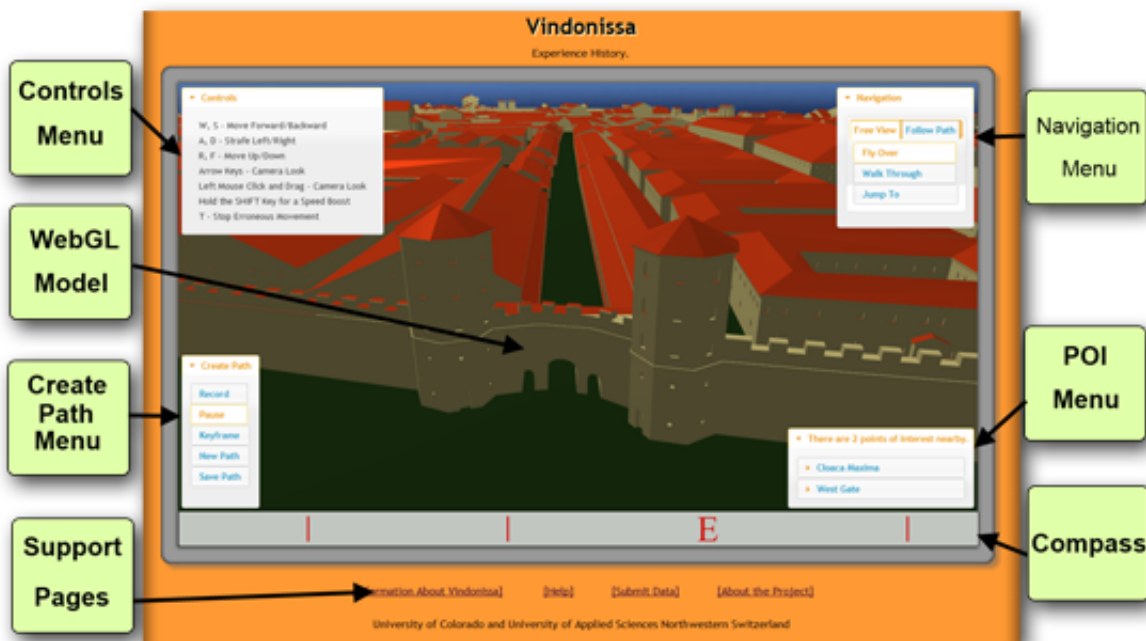
## Navigation



## Point of Interest



## Overhead View



## Annotated User Interface

