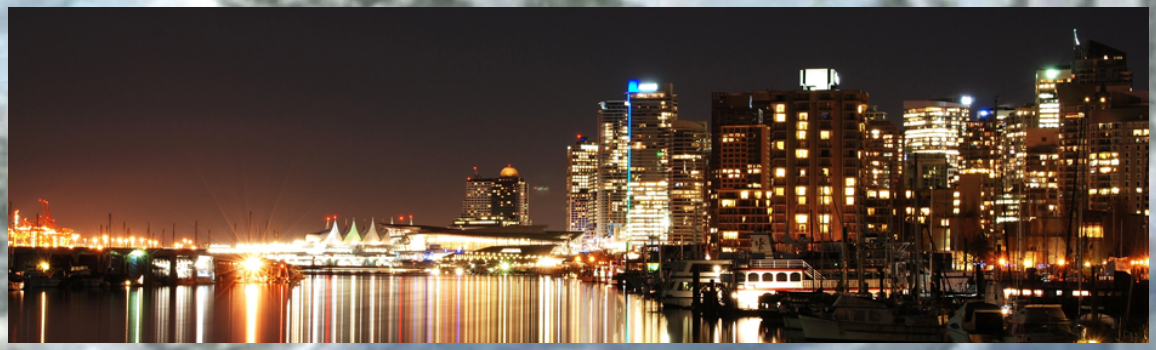
The VANOC Project



A "Golden" Moment for

Industry – College Collaboration

Shine Brighter

Sheridan

Outline

- The Concept
- Project Elements
- Net Result
- Video Overview
- Over to the Panel

Shine Brighter

Sheridan

The Challenge

Create a fun interactive attraction that would:

- Showcase Ontario technology and innovation capacity
- Highlight Ontario to the world as a tourist destination

And, oh, by the way…

… make it appeal to all ages, all ethnicities and be “cool”!

Shine Brighter

Sheridan

Genesis of an Idea

- Build on prior success with Spatial View (SV)
  - Complement SV technology with Sheridan strengths in arts and animation, multi media, multidisciplinary experience
- Add innovation by exploring use of BB as controller, multi-media receptacle
- Use game technology and approach to make it fun and interactive

The Concept

- Feature 20 top Ontario tourist destinations in a game where the attractions are buried in ice and have to be built by players working together using BB's
- Have the attractions appear in 3D without the use of glasses
- Upon completion of an attraction have a multi-media clip sent to the BB

The Players

Sponsor: Ministry of Tourism and Culture

Spatial View: Monitors and SDK

RIM: Blackberries and connectivity

Sheridan: Blend core staff, faculty, students to develop art and animation, multi media, programming and connectivity

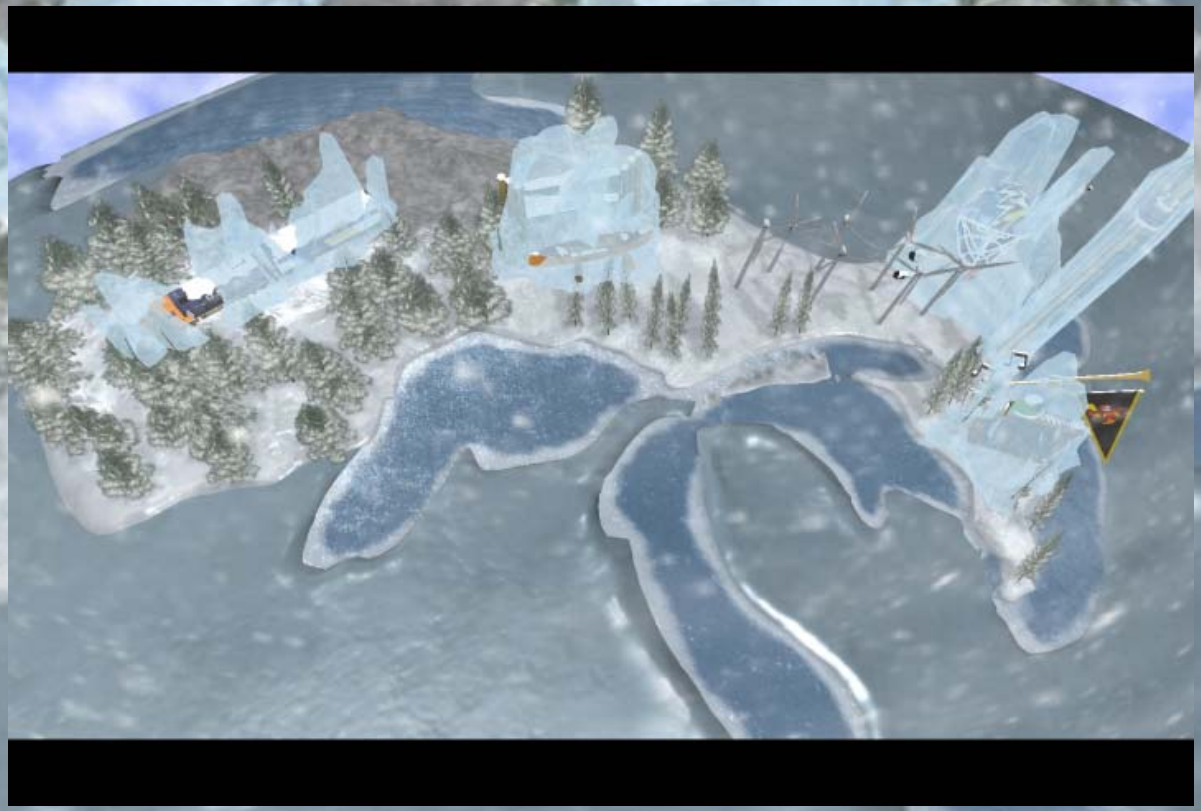
Shine Brighter

Sheridan

Technology Architecture

Shine Brighter
Sheridan

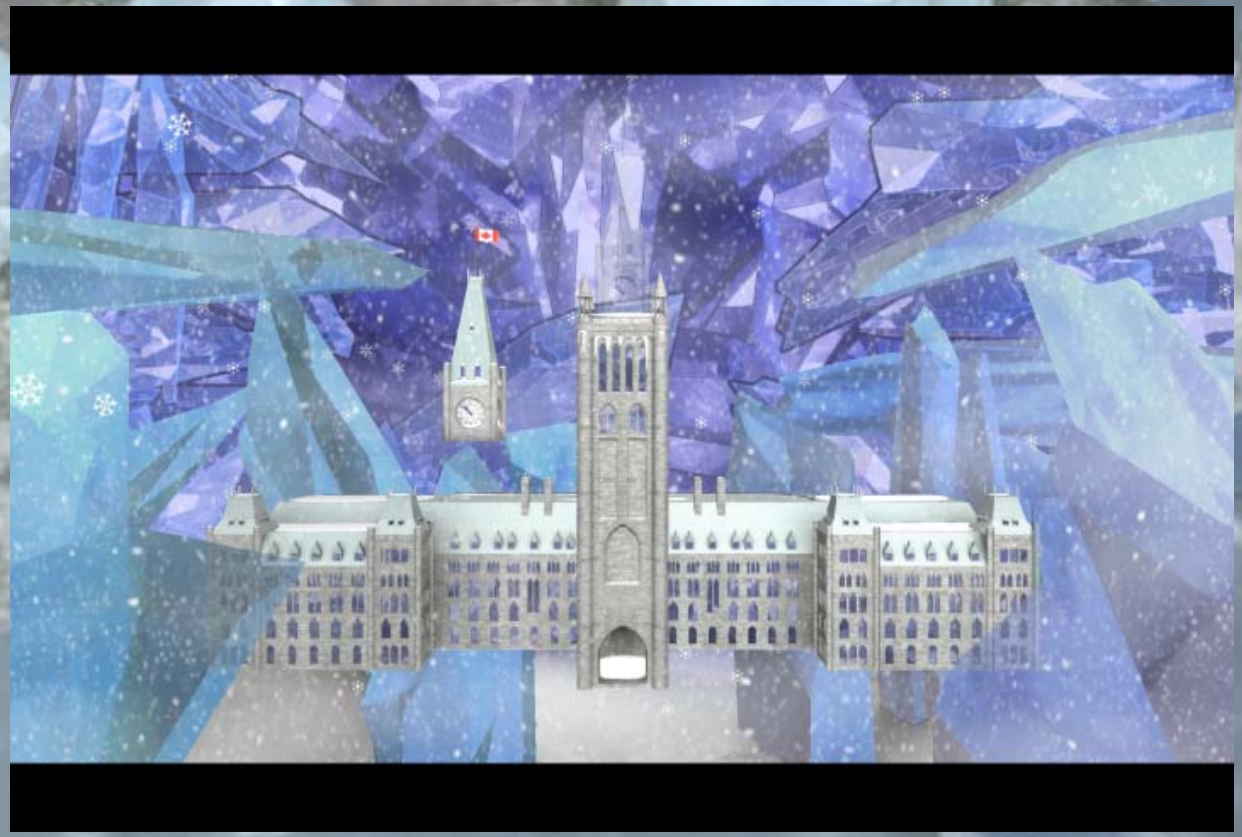
Sheridan's 3D game features two "made-in-Ontario" technologies; Spatial View's auto stereoscopic display and Research In Motion's Blackberry. The game features 20 'iconic' attractions from Ontario.



Shine Brighter

Sheridan

Each “Icicon” is divided into 5 pieces. Up to 5 players put the “Icicon” back together by using the trackball on the Blackberry.



Shine Brighter

Sheridan

Once the “Icicon” has been assembled, a descriptive 10-second multi media clip is displayed on the Blackberry phone.

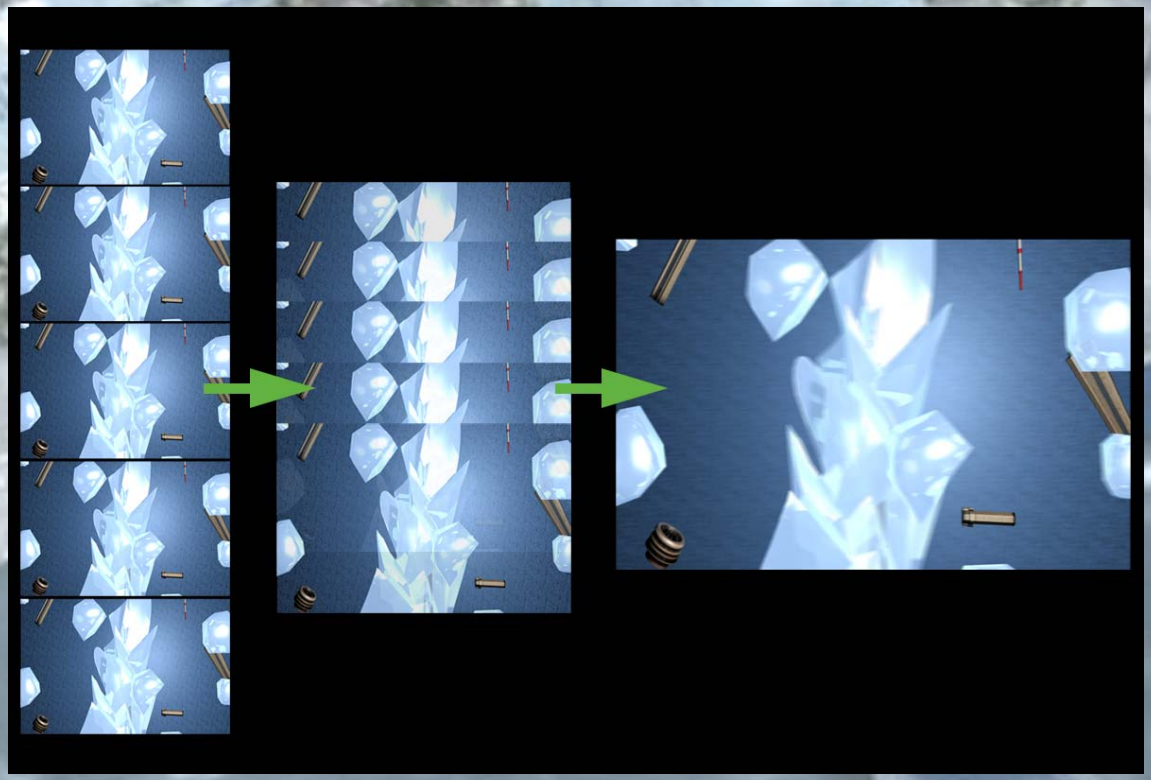
Shine Brighter
Sheridan

Once all 5 “Icicons” have been assembled, users are treated to a spectacular finish. There are 4 different maps with 5 “Icicons” on each.

Shine Brighter

Sheridan

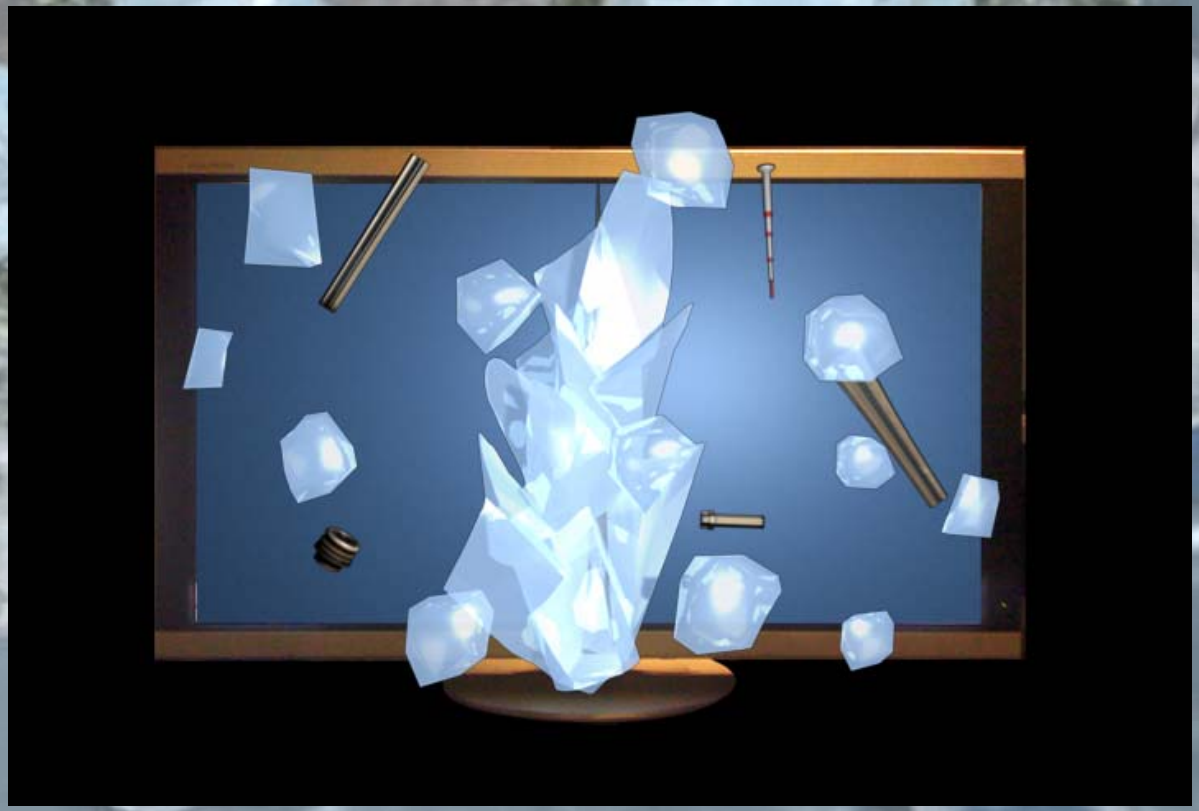
For pre-rendered media, 5 cameras from slightly offset and/or rotated positions render separate images. Spatial View's SDK interlaces the 5 images into a single stereoscopic image.



Shine Brighter

Sheridan

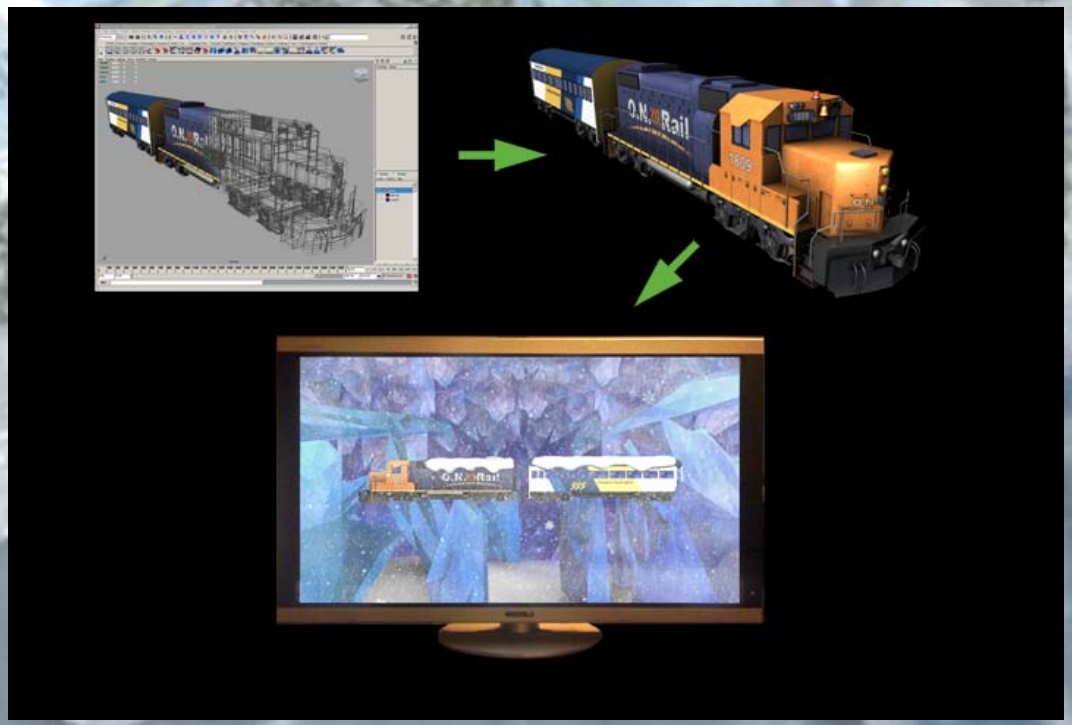
A TV with Spatial View's screen filter displays the image in auto stereoscopic.



Shine Brighter

Sheridan

For Real Time display, models are created in a 3D application and exported into a render/game engine. This engine uses Spatial View's SDK to generate 5 cameras which allow the screen filter to display the model in real time 3D.



Shine Brighter

Sheridan

LEGACY!

Potential applications and extensions of the game.

- Ontario can use the game to showcase innovation.
- Ontario can use the game as proof that industry-college collaborations are viable.
- Sheridan – with Spatial View and RIM – can work together to train students.
- A new games platform can be commercialized.

Acknowledgements

Ministry of Tourism and Culture

- Jacqueline Baptist
- Lorrie Pella
- Jerome Laflamme
- John Beattie
- Lise Jolicoeur

Spatial View

- Ihor Petelycky
- James Hurley
- Roger Dass

RIM

- Dave Dietz
- Tony Florio

Shine Brighter

Sheridan

Acknowledgements

The Sheridan 3D Game Team

Visualization Design Institute

- Julia Walden
- Song Ho Ahn
- Ian Howatson
- Jonathan Eger
- Damian Domagala

Contractors (VDI)

- Kevin Eldred
- Neil Gower
- Robert Skoczen

Faculty

–Dr. Ed Sykes

–Brian Jervis

–Milena Vujanovic

Students

- Kate Armstrong
- Stephen Coleman
- Su Hyun Kim
- Isaac Luy
- Nancy Ng

Shine Brighter

Sheridan