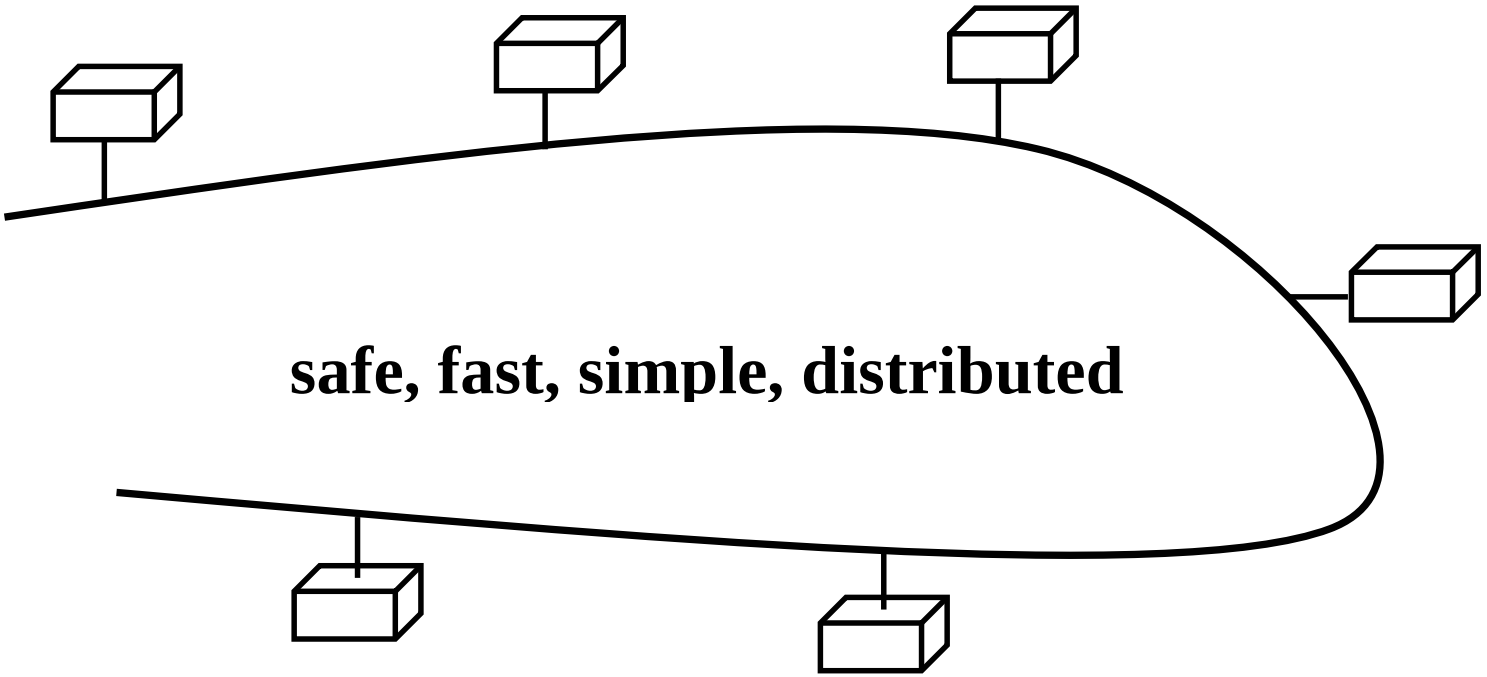
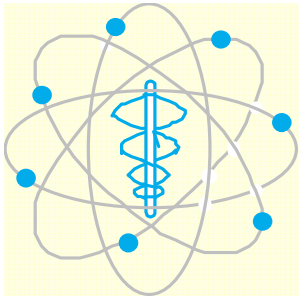
Status Report of the Plurix DSM Platform





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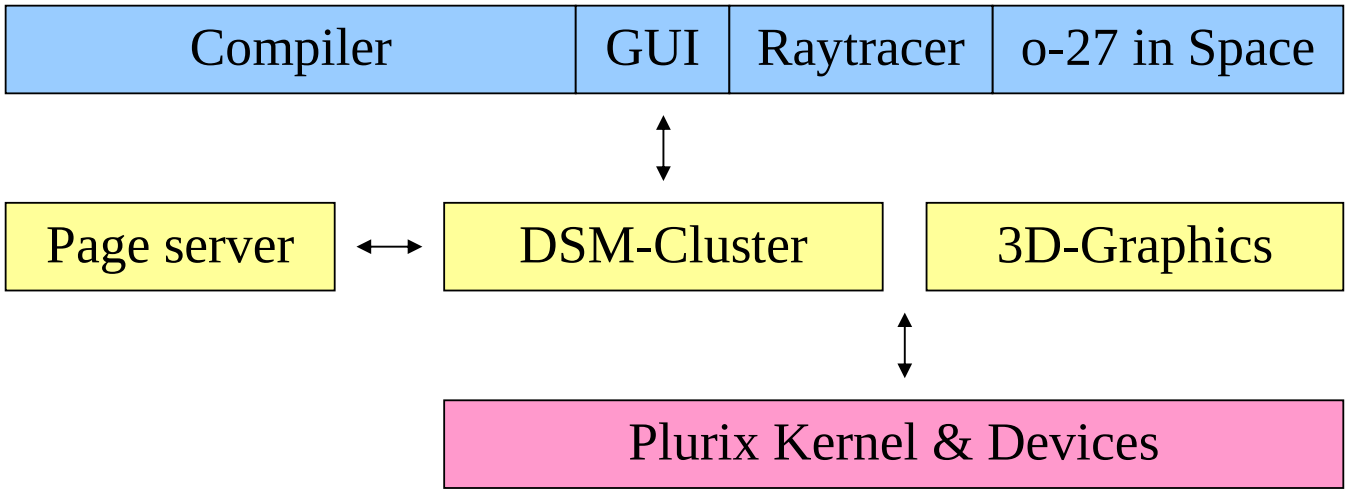
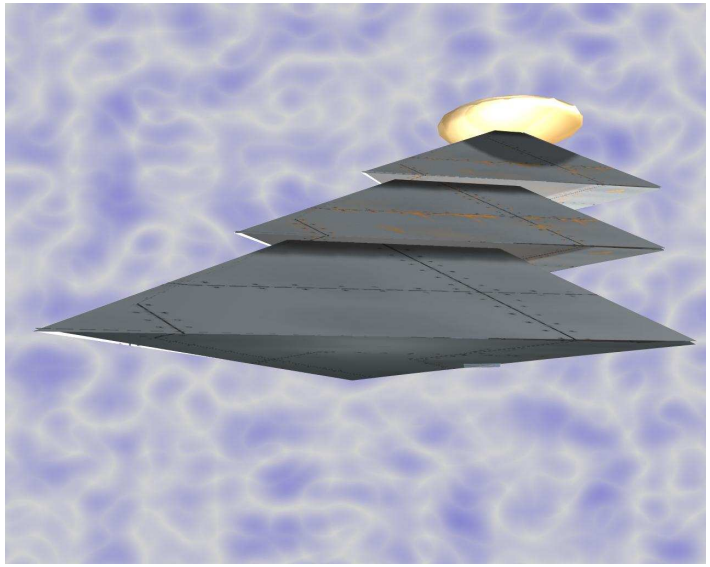
Topics

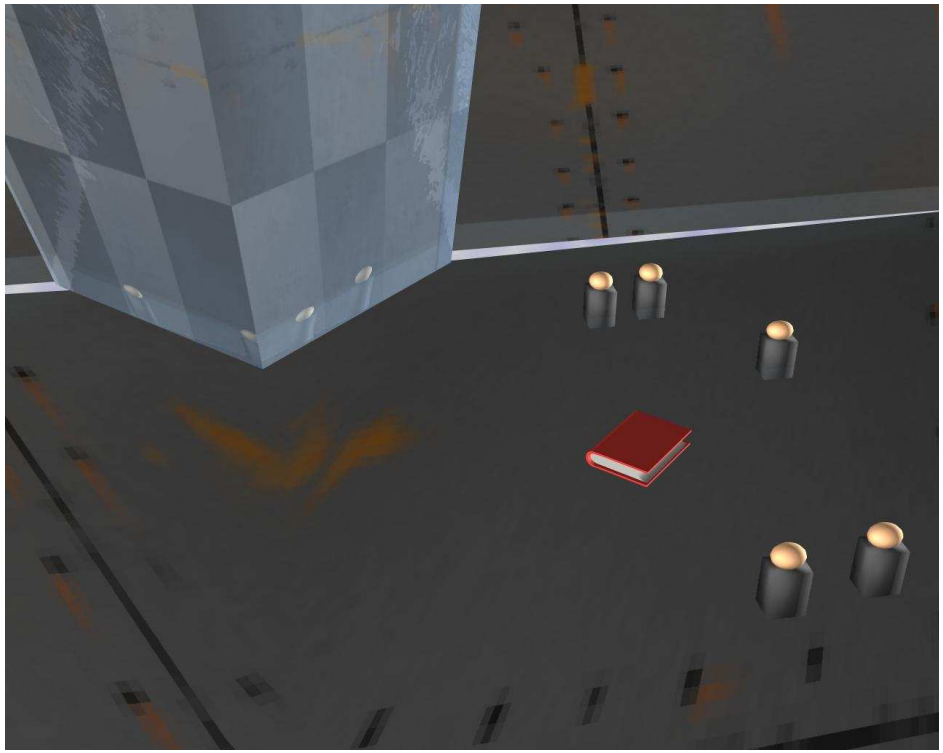
- o-27 in space (P. Schulthess)
  - Avatar-based virtual presence, ongoing teaching and development project.
- 3D graphics & GUI (M. Fakler)
  - ATI device driver, OpenGL Library, Active Texts, Rash, Oberon GUI.
- Page server & recovery (S. Frenz)
  - Background storage and persistence, Quick Start, Recover from Errors.
- Compiler (M. Schoettner)
  - Language Integration, compilation within the DSM, versioning & recompilation.



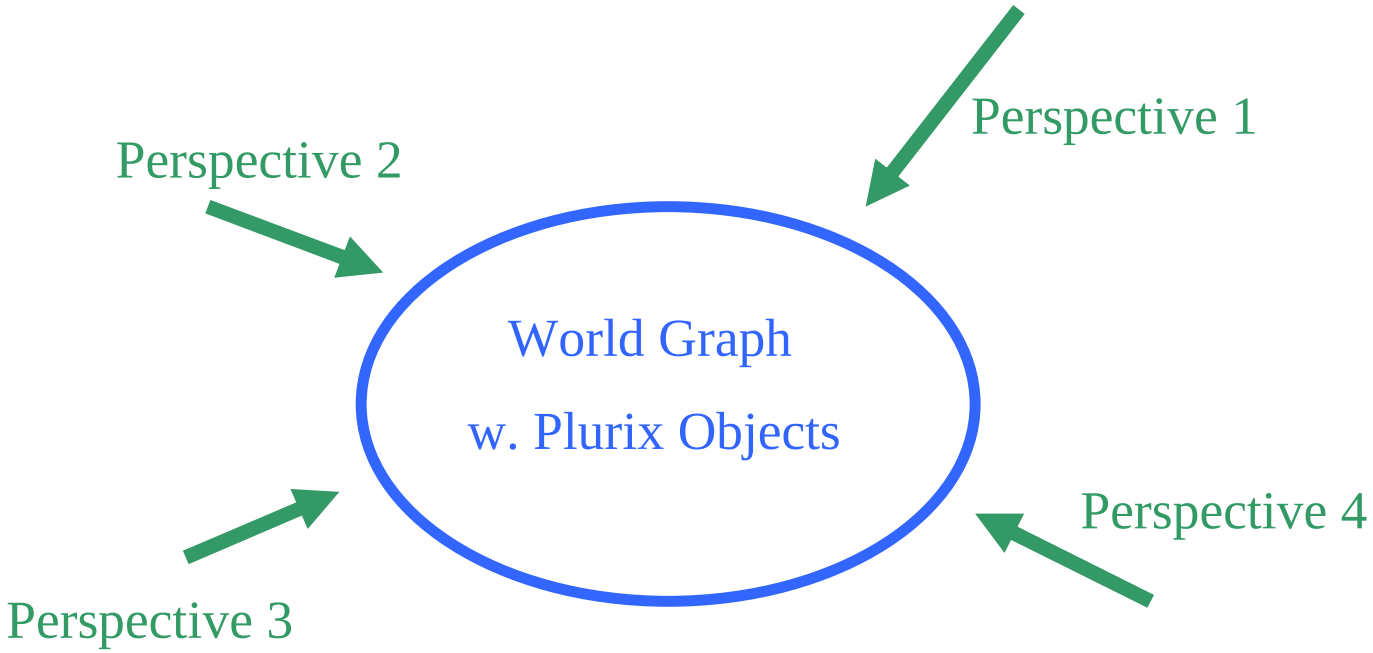
o-27 in Space

- Avatar-based virtual environment:
  - Loosely patterned after the computer science building,
  - Should provide a multimedia meeting experience,
  - Learning ground for students and teachers.

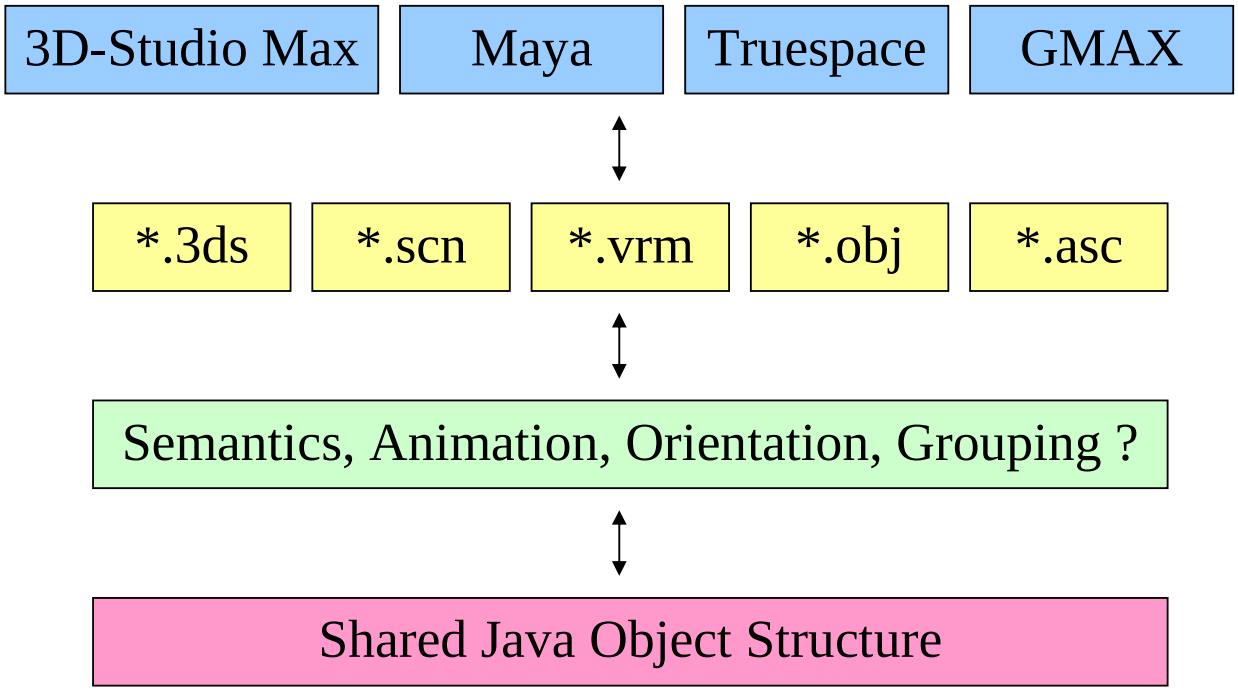




- 3D-Scene residing in DSM:
  - Shareable world graph containing all objects,
  - Individual stations extract their camera perspective.



- Scenery modelling and import:
  - Design of objects using commercial 3D tools (3D Studio Max, Maya, Truespace ..),
  - Import and represent initial scene as Java objects into a Plurix cluster,
  - Analysis of suitability of intermediate graphics file formats,
  - Retaining rich semantic content of the model.



- Rendering engine (student project):
  - Chose an efficent OO representation of the virtual objects,
  - Separate transactions for extraction, animation and rendering,
  - Evaluate DSM performance.