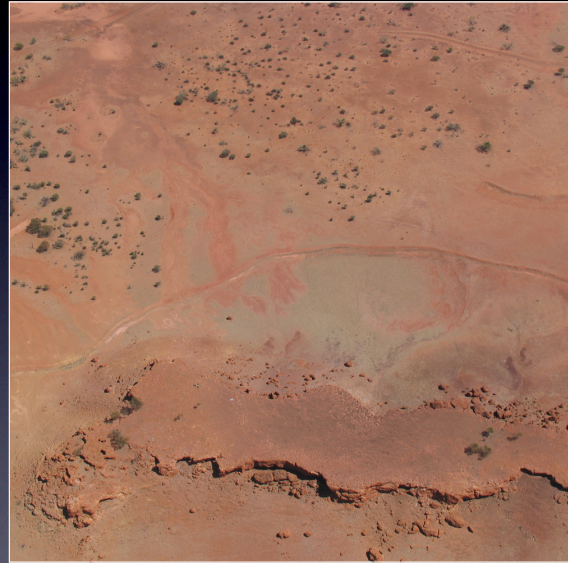
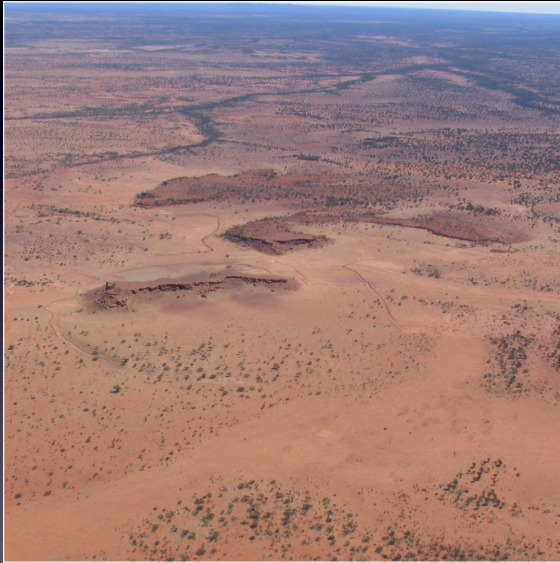


ASKAP Site Visualisation

Paul Bourke
WASP, UWA

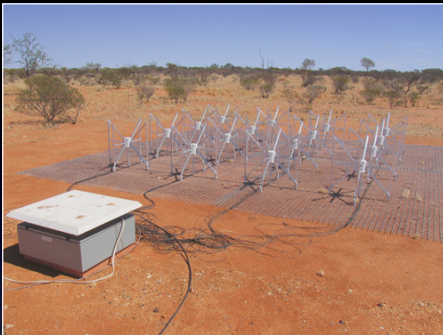
Aim: develop tools that convey a sense
of the ASKAP site to the public.

Aerial photography

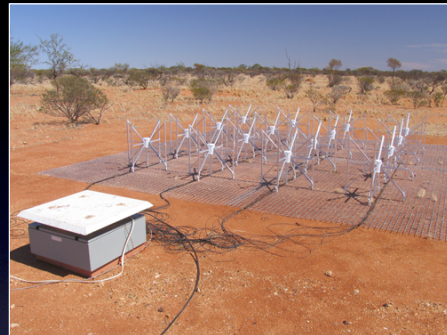


Photography: Peter Morse

Stereoscopic photography



Left eye

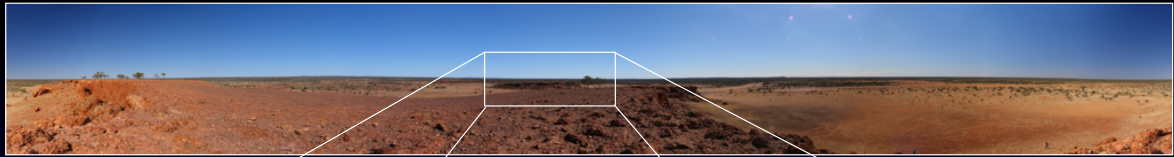


Right eye



Photography: Peter Morse

High resolution panoramas



20,000 pixels wide



Photography: Peter Morse

Second Life



"Second Life is not a productivity tool"

Wide field of view displays



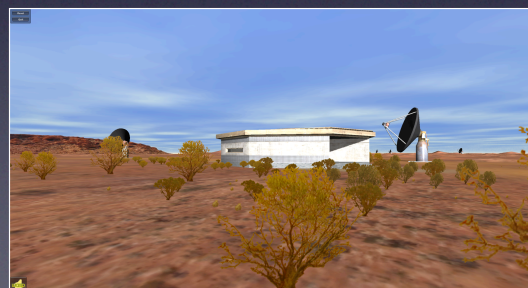
Parliament house (2007)



SPICE exhibition (2008)

Virtual ASKAP site

- Leverage a high quality commercial game engine.
- Compared to movies this approach provides an update path as the project develops.
- Powerful scripting, full physics engine, level of detail models, lighting/texturing and so on.
- Cross platform:
 - Mac OSX
 - MS Windows
 - Web Browser
 - Linux and iPhone (soon)
- Support for novel presentation systems: stereoscopic, planetarium, iDome, immersive VR.



Status (End March 2008)

- Current dish design.
- Current 45 dish proposal at correct positions.
- Control “shed” (Artist impression).
- Realistic sky maps.
- Realtime shadows.
- Drivable 4WD vehicle as well as walking mode.



Free download:

<http://local.wasp.uwa.edu.au/~pbourke/askap/>

- Wildlife (in progress).
- Terrain model (in progress).
- Furnish interior of control room.
- Improved bushes and trees (requires site visit).
- Dish tracking / animation.
- Audio, ambient and effects.
- Multiplayer version
 - collaborative opportunities.
- Addition of features for educational purposes.
 - puzzles
 - gaming goals



iDome (in progress)