VIRTUAL REALITY (VR) APPLIED TO ENVIRONMENT REPRESENTATIONS: SOME EXAMPLES AT UNIVERSITY OF PADUA (ITALY)

V. Achilli, F. Barison
Dip. Costruzioni e Trasporti - Università di Padova - Italy
Via Marzolo 9 – 35100 Padova
Phone +39-049-8275584 , fax +39-049-8372713
e-mail: lrg@ux1.unipd.it

A. Vettore
Dip. Territorio TESAF - Universita' di Padova - Italy
AGRIPOLIS – Statale romea 16 – 35020 Legnaro (Padova)
Phone +39-049-8275580 , fax +39-049-8372713
e-mail: vettoan@ux1.unipd.it

Commission VI, Working group 3

ABSTRACT

Lately, in the circle of the architectural survey, there is the need to have a more and more complete representation of the scene or of the object to survey. Particularly one curtains to integrate the photogrammetry survey with representations of virtual visits.
One of the systems for sale that allows to visit interactive environments, more precisely visit of environments from their inside and its objects, proposing images of high quality independently from the complexity of the scene, is the " Quick Time VR". In this note we show with details this system, giving theoretical justification of the algorithms used from it to effect the construction from banks of necessary images to the realisation of the virtual visit of the "Anatomical Theatre" and of the "Ancient Courtyard" of the University of Padova