

PROJECT: **REAL TIME 3D NATIONAL PARK**

CLIENT: **Loch Lomond & the Trossachs National Park**

FORMAT: **Computer interactive**

OUTLINE: This cutting edge project allows visitors to the park to explore a virtual model, based on OS data, of the 2500 kms area, using a custom built joystick and control pad. The user can fly across the mountain tops or explore at ground level, finding out what there is to see and do. They can search through the attractions or call up details, photos and directions, as they discover places of interest on route.

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1. When not in use the system will fly around the park, showing hi-lights and inviting you to begin your journey.



2. As soon as you interact with the joystick or buttons, the program will orientate the landscape to show your current location. The system is used in multiple visitors centres, each one being set to locate itself within the model landscape.



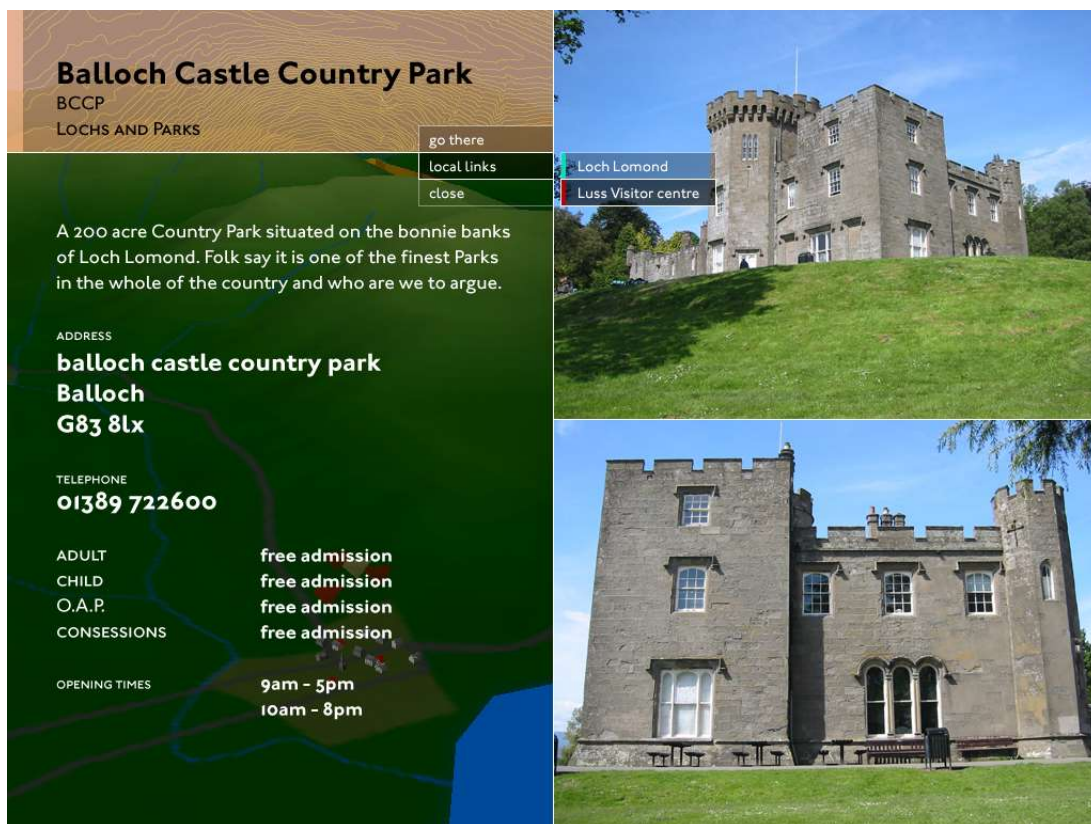
3. By moving the joystick you can move around the park in realtime 3D. A small inset 2D map shows your position in the park, and above this a read-out tells you which area you are in. Coloured pointers hang above places of interest, and a short description is displayed as the attraction comes into focus.



4. You can fly over the landscape in 'birds eye' view or explore at ground level.



5. Major attractions can be represented by additional models.



5. Using the select button on the control pad the you can call up a details screen about any of the attractions you encounter. This screen contains photos, video clips, entrance and contact details, directions and links to related attractions.



7. Pressing the 'menu' button on the control pad enables you to search for an attraction either by category or A-Z.



8. Once you have selected a category, a plan map is displayed, showing the locations of the attractions in that category. Select an attraction, and the program flies you to your chosen destination, through the landscape, displaying the details screen of the attraction.

Supplementary information

Building the model:

The model is built from OS contour data. Mapped on to this is a coloured terrain image which also shows main roads and rivers. Towns and attractions were then added as additional 3D models. The Loch Lomond project does not currently show different terrains, e.g. trees or marsh land, however this is only due to available data and could be added as textures.

Client attractions editor:

The National Park Authority is able to edit the contents of the database of attractions using a custom build editor. They can amend the details and change the images for each attraction.

Additional functions:

The program has been constructed so that new functionality to be added when required. Some of those under consideration are:

- i. Text messaging: The visitor could choose to have attraction names, directions and phone numbers sent to their phone, to act as a short-list for their tour.
- ii. GPS: If the program situated in a mobile location (e.g. on a boat) the map could be set to read data from a GPS system providing information pertinent to the location of the machine.
- iii. Localisation: The system has been designed so that any text content can be easily translated to other languages.
- iv. Web publishing. The database content could be exported and used as content for a web site showing the attractions in the park.
- v. Printing: Enable printing of existing data (e.g. detail screens etc) and adding functionality to interface.
- vi. Routes: Adding predetermined fly-throughs to show routes of interest.
- vii. Search facility: Key word and filter search.
- viii. Short list: A shopping basket/short-list facility.
- ix. Email facility: Enable email of short list to visitor's machine, storing email addresses for client list