

MAAC presentation slides

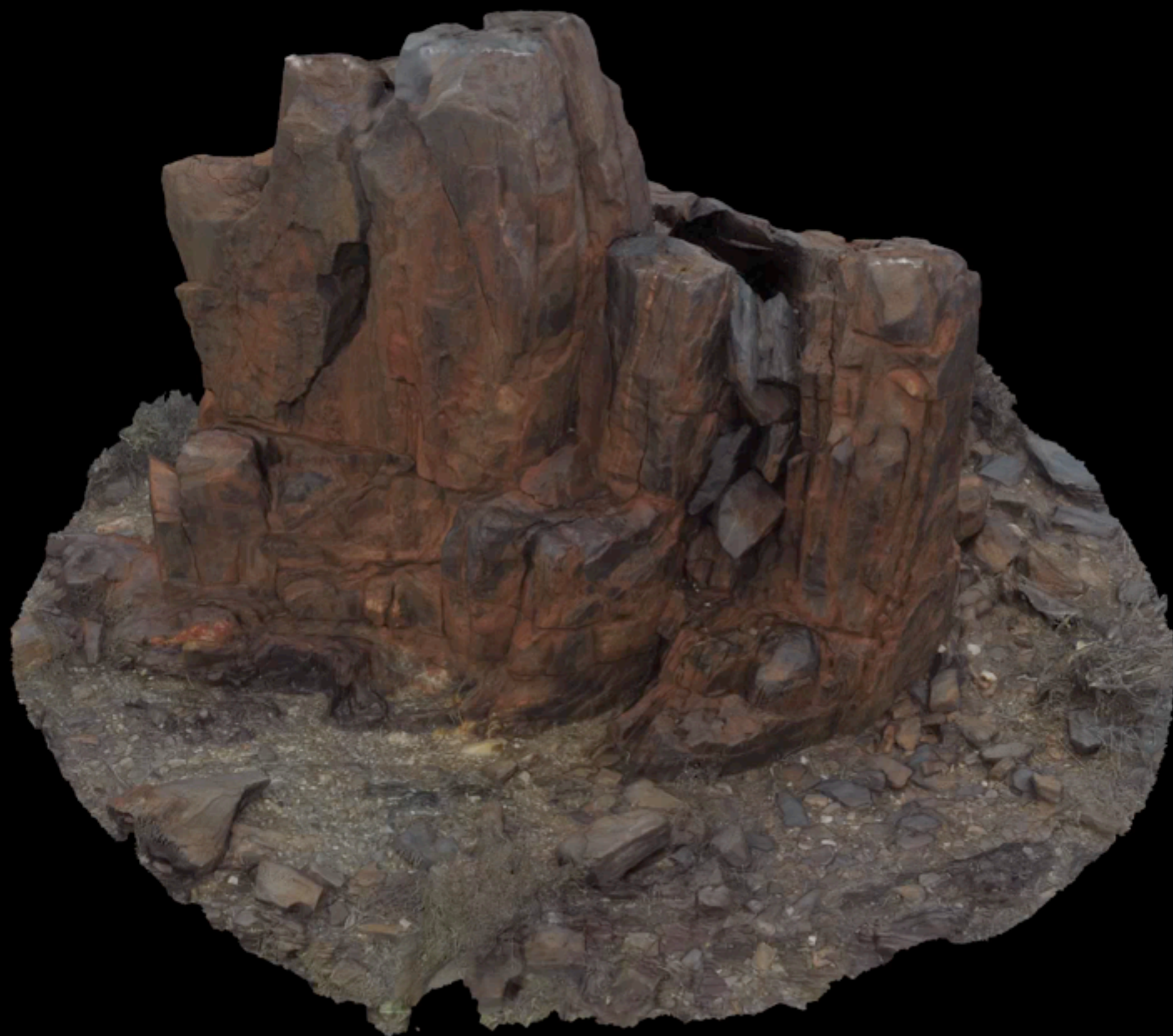
Paul Bourke

Contents:

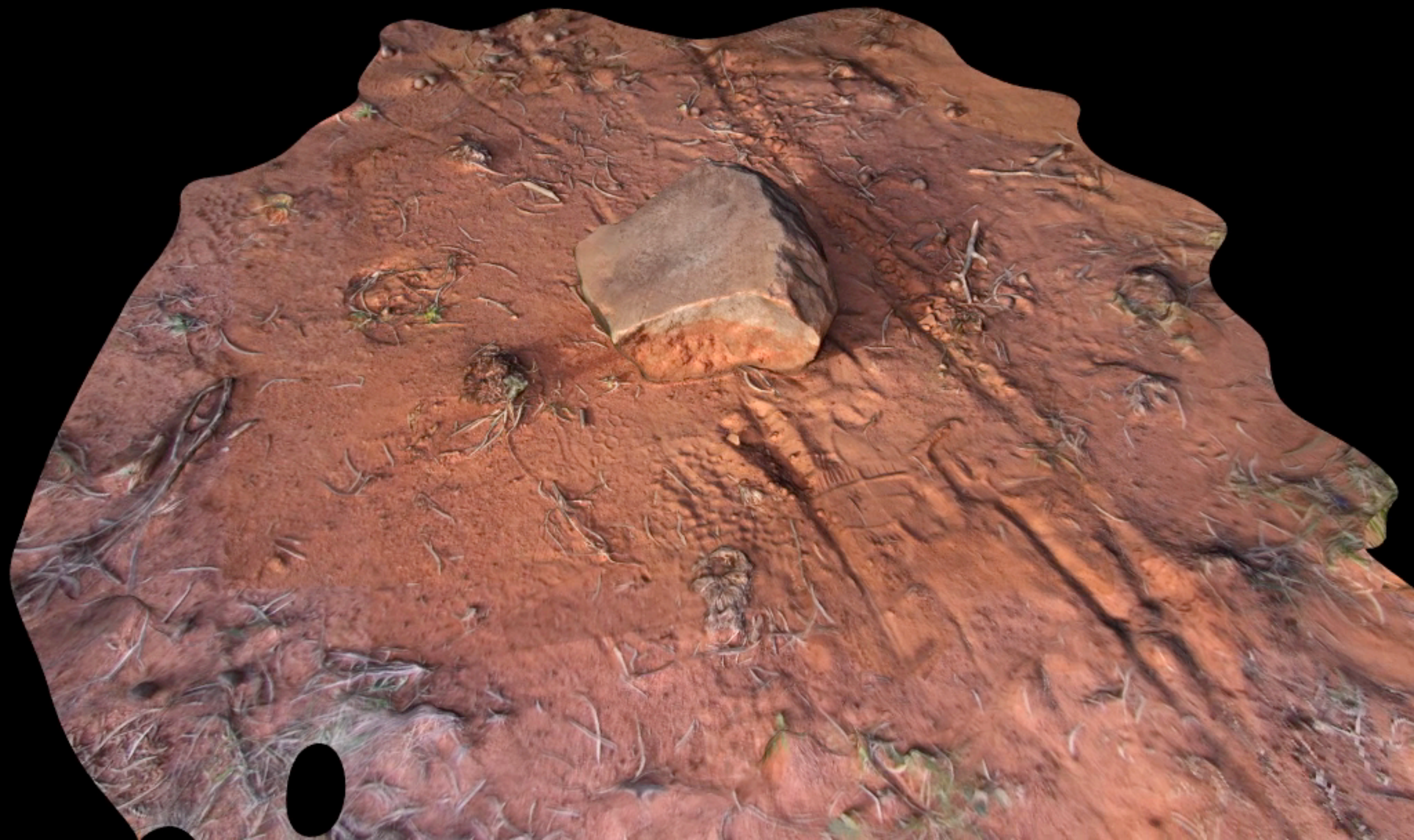
- 3D reconstruction
- Gigapixel photography
- Bubble photography
- 360 bubble video
- Virtual environments

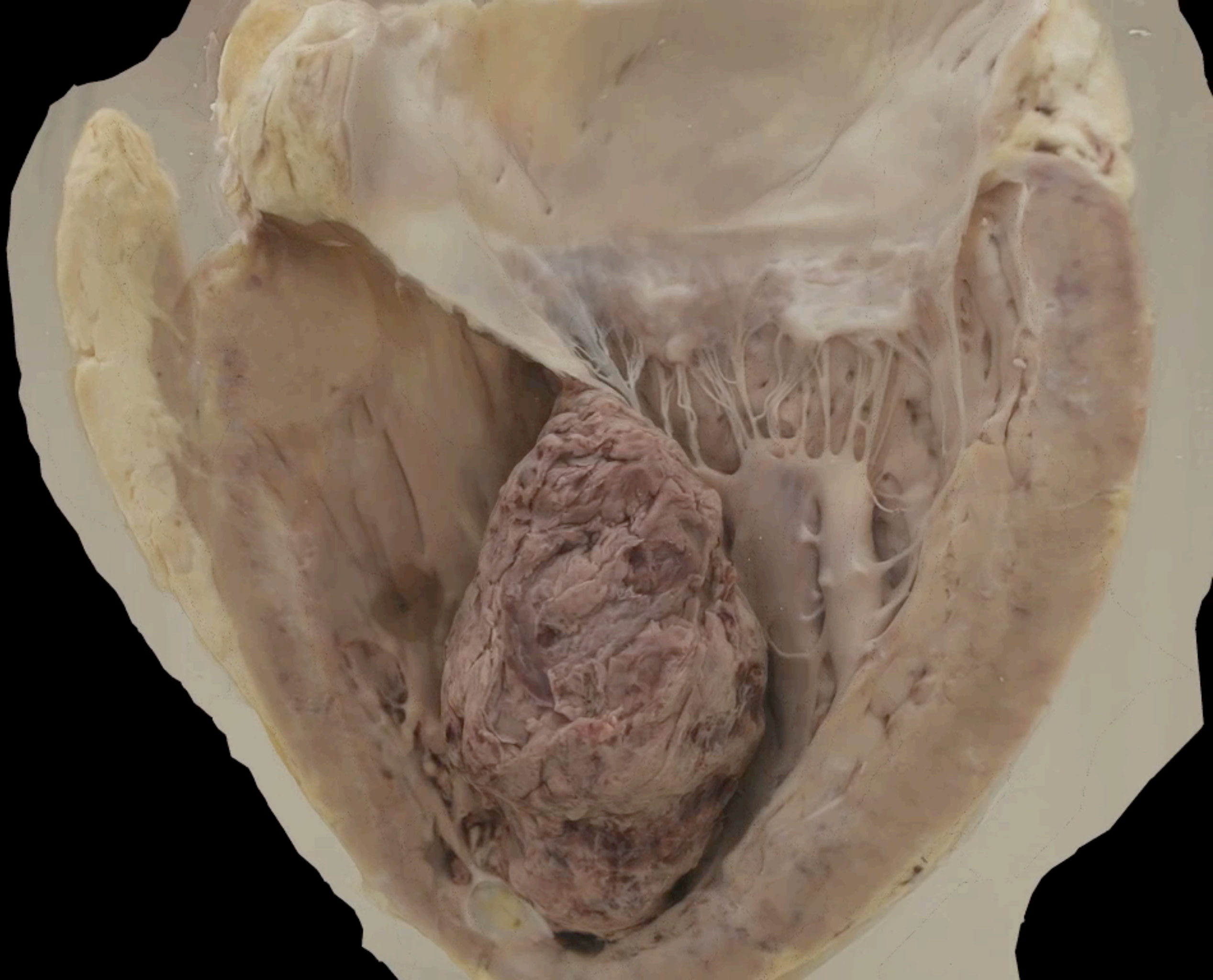
3D reconstruction











Gigapixel photography



60,000 pixels wide



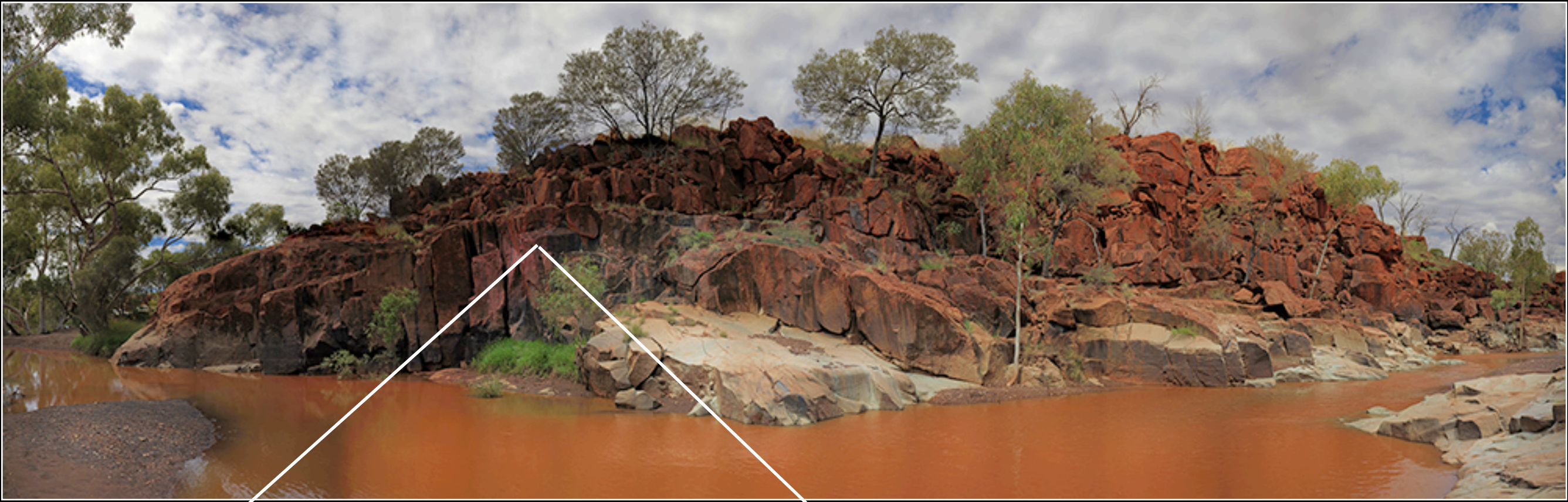
1:1



70,000 pixels wide



1:1



65,000 x 25,000 pixels



Bubble photography



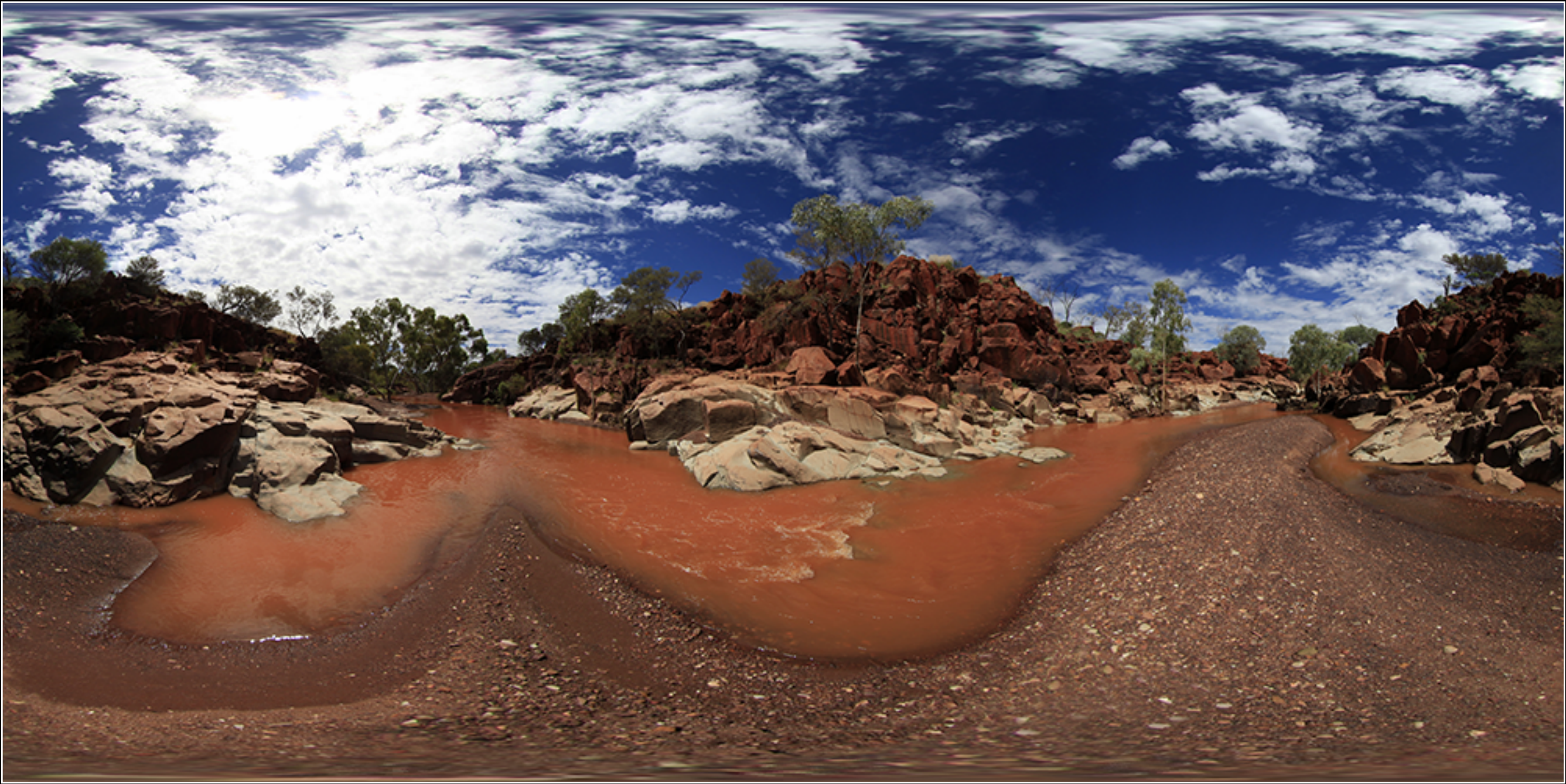
Moderate resolution: 8192 x 4096 pixels

Captured every room from a central point, in every building



Moderate resolution: 8192 x 4096 pixels

Captured from 40+ points around the Island



Wanmanna



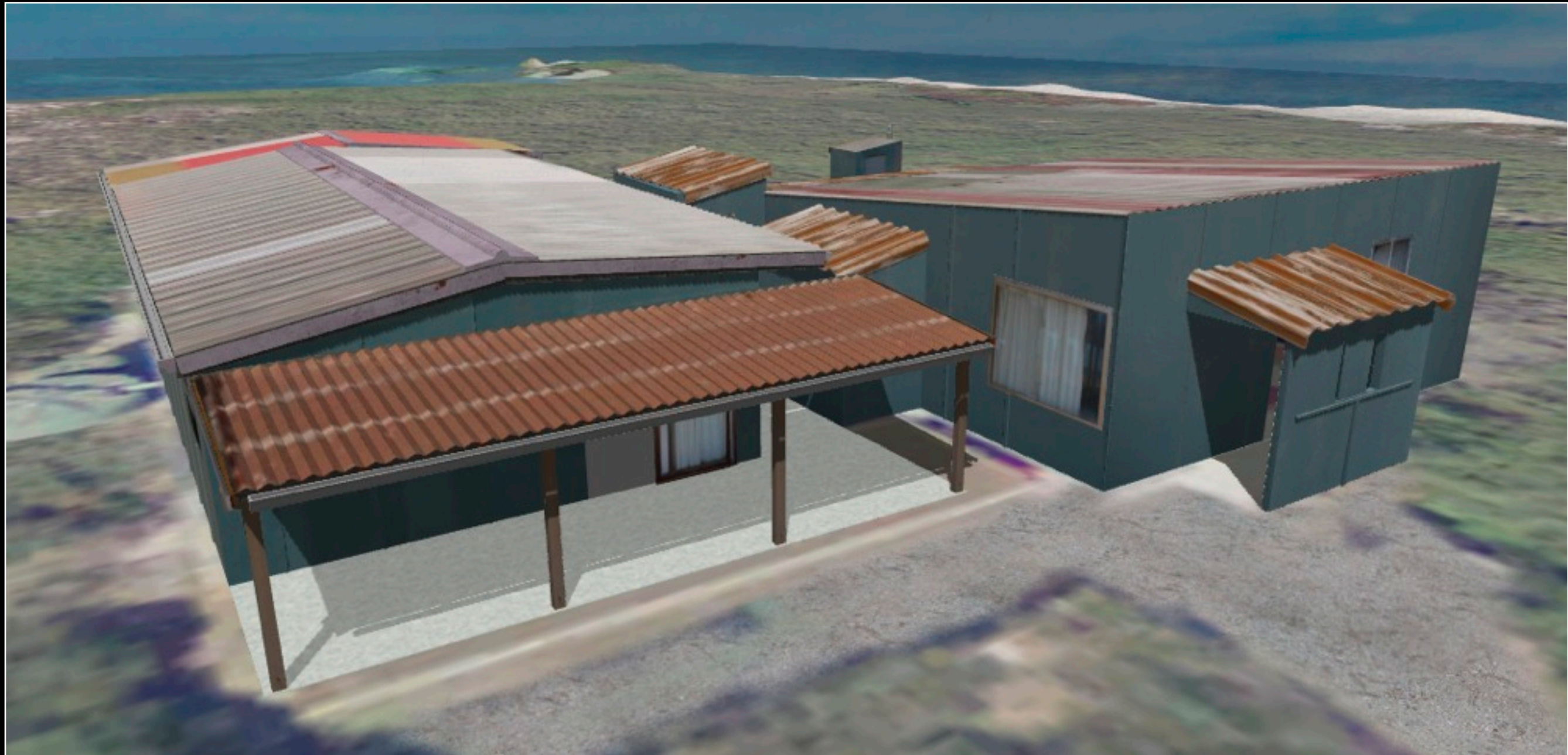
Ngintaka Cave

360 Bubble video





Virtual environments







- ambiantaudio
- Building1
- Building1 bubbles
- Building2
- Building2 bubbles
- Building3
- Building4
- Building4 bubbles
- Building5
- Building5 bubbles
- Building6
- Building6 bubbles
- Building7&8
- Building10 bubbles
- Building14 bubbles
- Building15 bubbles
- CairnTidiedUp2
- CoralSolution1b
- CurvedWall1a
- Daylight Water
- Exterior bubbles
- First Person Controller
- First Person Controller
- Fisheye meshes
 - Fisheye
 - Fisheye Camera
 - Warpfisheye
 - bottom_warpclean
 - left_warpclean
 - right_warpclean
 - top_warpclean
- Loo
- Sun Light
- Terrain
- Wharf1
 - Buoys
 - Cable Sign and Light
 - Constraint Plane
 - Constraint Plane
 - Constraint Plane
 - Constraint Plane
 - Constraint Plane
 - Constraint Plane
 - Constraint Plane
 - Gangway
 - Rope
 - TriggerZone Prefab
 - TriggerZone Prefab
 - TriggerZone Prefab
 - WoodenDetail
- Wharf2
- Wharf3

- 1024
- _PlantTest1
- AdvancedSurfaceShaders
- ambiantaudio
- Birds
- Building1
- Building1 Bubbles
- Building2
- Building2 Bubbles
- Building3
- Building4
- Building4 Bubbles
- Building5
- Building5 Bubbles
- Building6
- Building6 Bubbles
- Building7&8
 - Building7&8_FBX_26Feb
- Materials
- Prefab
- Textures
- Building10 Bubbles
- Building14 Bubbles
- Building15 Bubbles
- Cairn
- CoralOptions
- current
- CustomSphere
- EasyWater
- Editor
- ExternalPanos
- Fisheye materials
- largemaintexture
- Loo
- Materials
- New Terrain 5
- NewContent
- PanoRenderer
- Pathfinder
- Shaders
- SkyBox
- skyboximages
- Sounds
- SphereMesh
- Standard Assets
- Standard Assets (Mobile)
- Terrain1
- textures
- TriggerZone Prefab
- Wharf1
- Wharf2
- Wharf3
- Zone Manager Prefab
- ZoneManager



