

MICHIGAN STATE
UNIVERSITY

Alpha Demonstration XML Texture Composition Plug - in

Team Boeing
CSE 498, Collaborative Design

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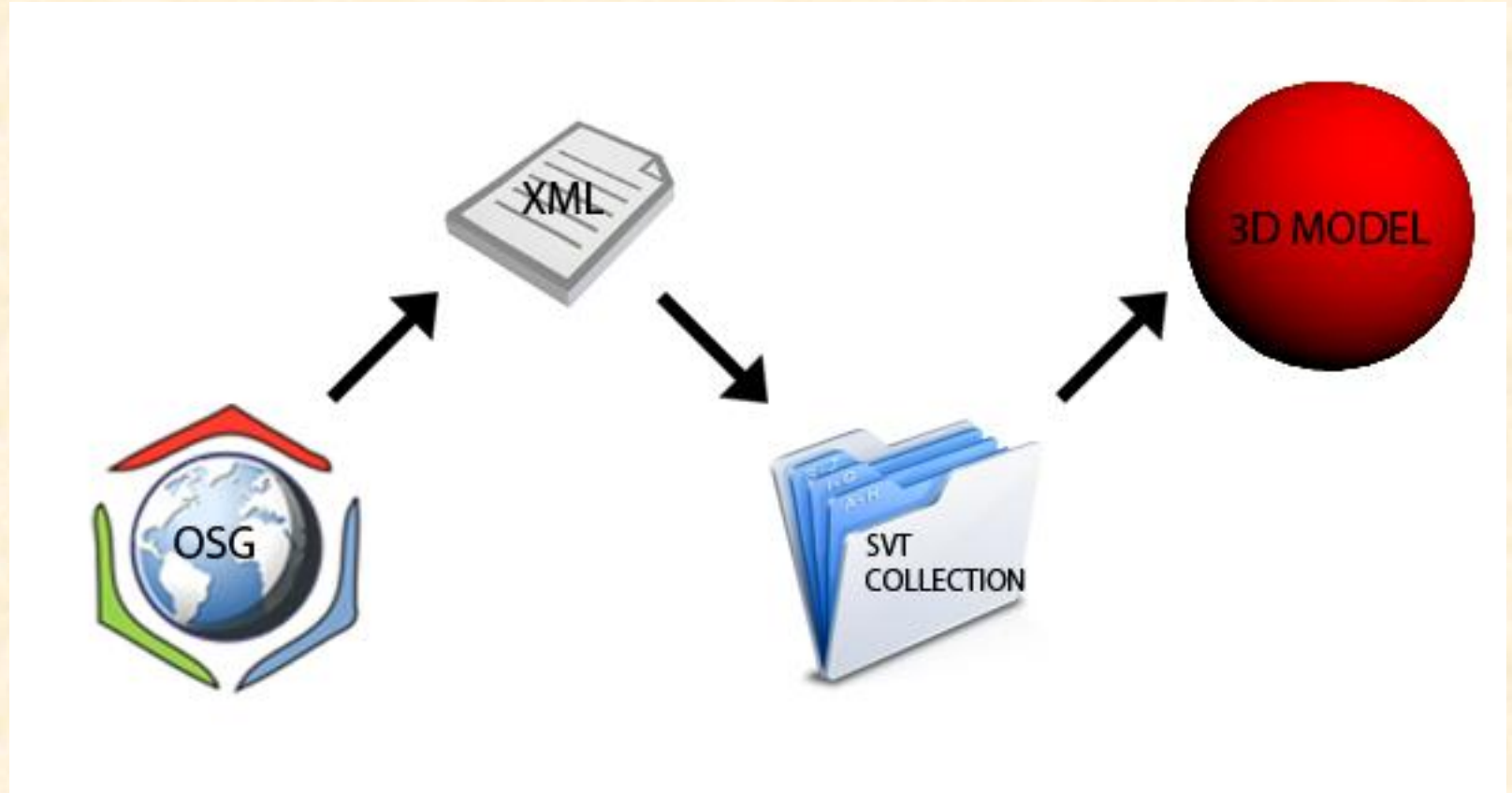




Project Overview

- Open Scene Graph Plug-in
- XML Multiple Texture Composition capability
- Add inset to terrain (run-time) with top priority
- Efficient Performance

Architecture Illustrated





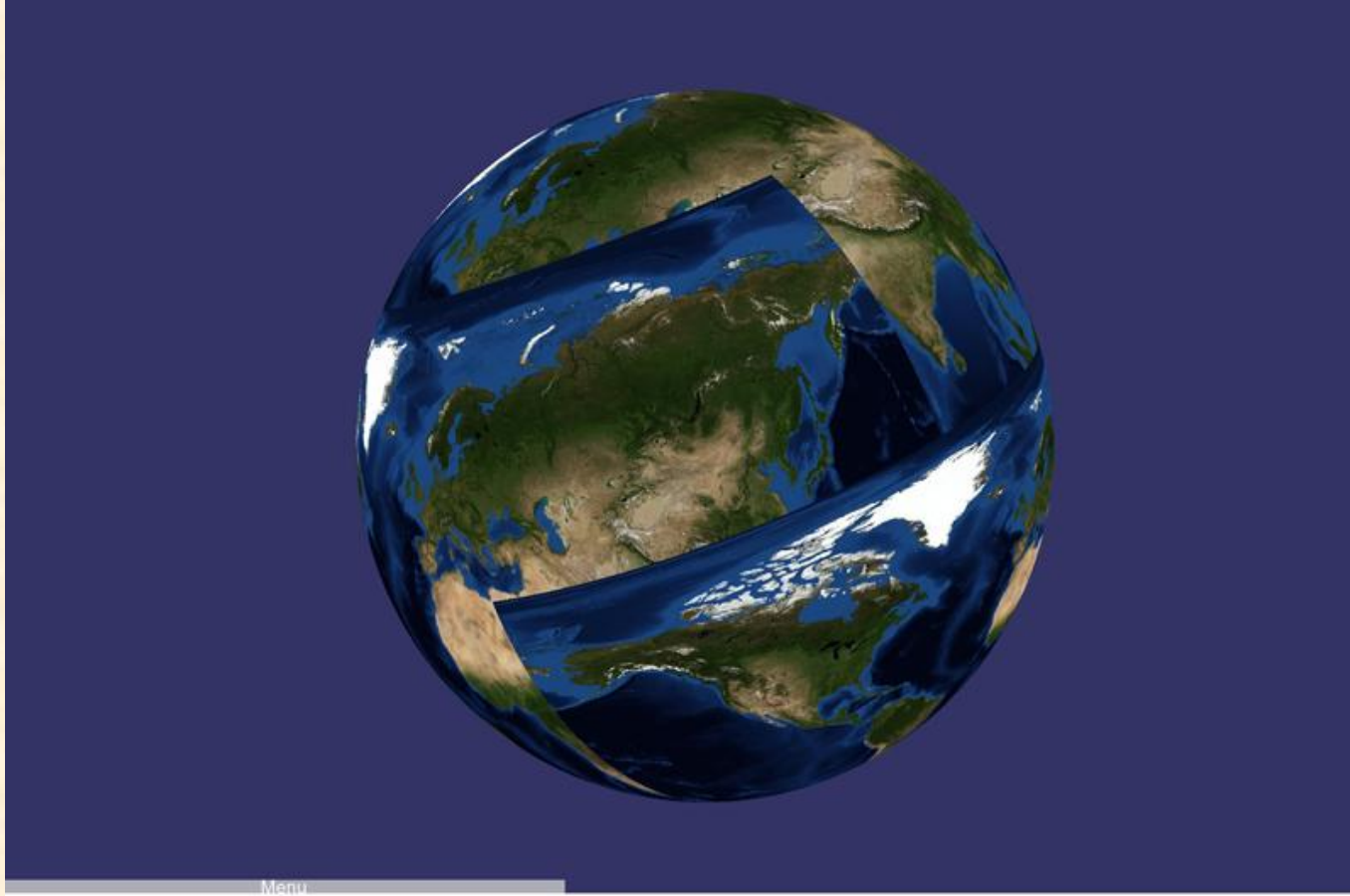
XML



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  <svt_source id="earth1" >  
    <geotexture min_lat="-90" min_lon="-180" max_lat="0"  
max_lon="0"  
      src="HighRes256_compressed.bsvt" id="earth1" />  
  </svt_source>  
  
  <svt_source id="earth2" >  
    <geotexture min_lat="0" min_lon="0" max_lat="90" max_lon="180"  
      src="HighRes255_compressed.bsvt" id="earth2" />  
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  <priority id="priority1" list="earth1, earth2" />  
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```

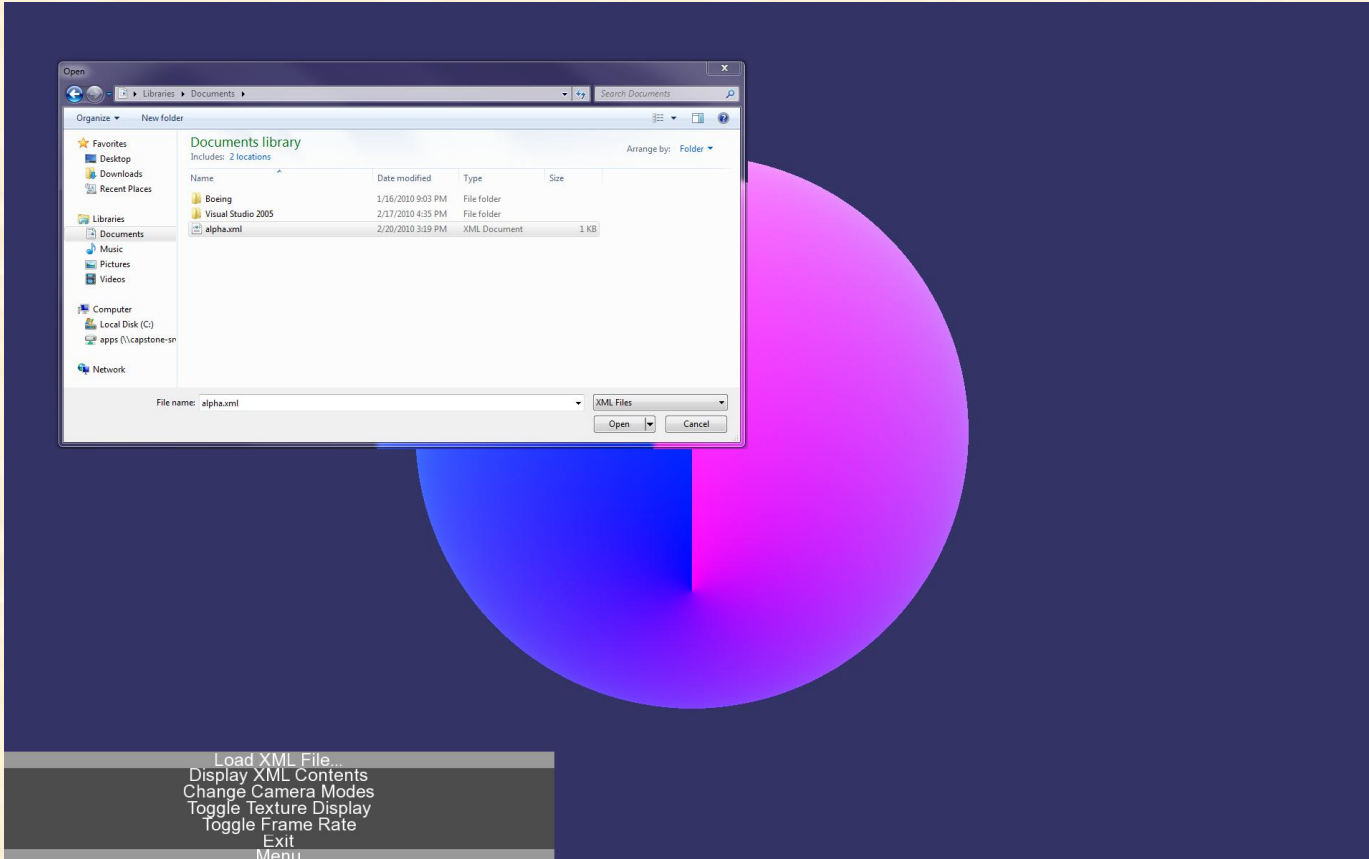
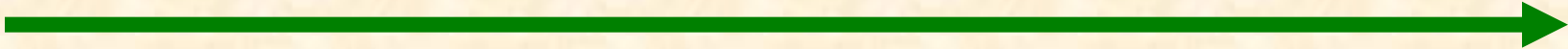
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Screen Shot



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Video Demonstration



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What's left to do?

- Embedded Shader Code
- Finish feature 2 (menu)
- Performance Testing
- XML Builder (lowest priority)