



# Virtual Country Park

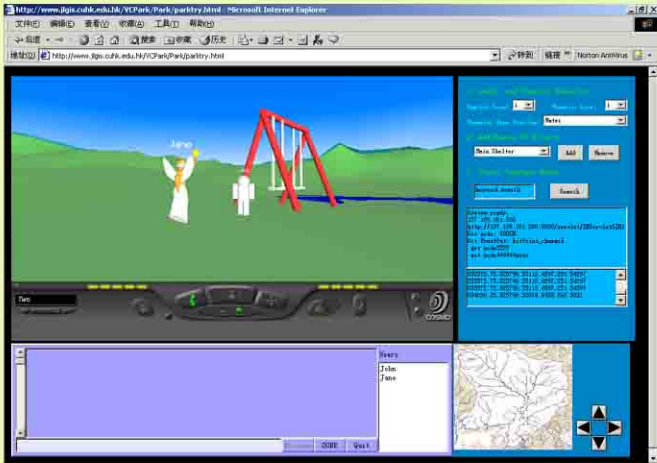
## 虛擬郊野公園

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Project No. CUHK 150/96H, CUHK 4132/99H, CUHK RAC 4720401

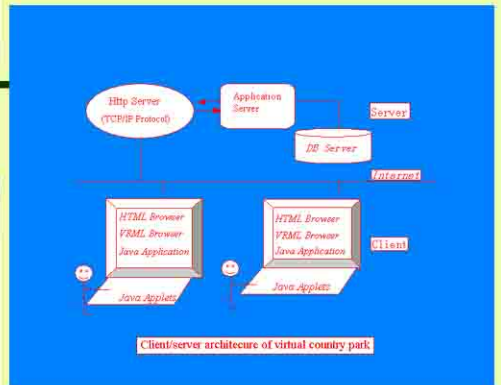
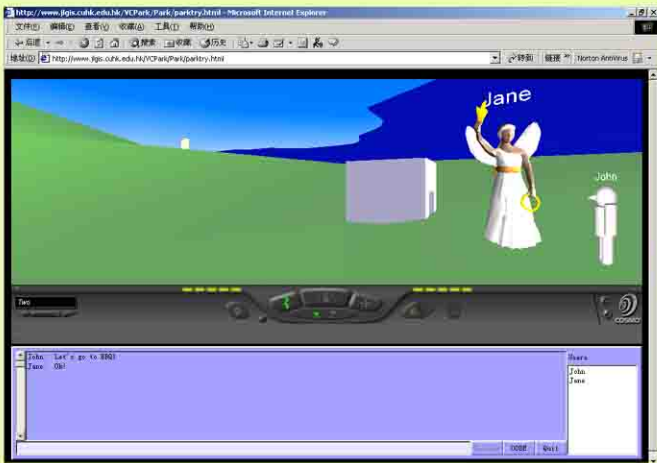
### Summary:

A virtual geographical environment system has been developed based on Client/Server structure, TCP/IP protocol, and the platform of VRML and Java. It is a distributed virtual environment and can be used for web-based message publishing, country park management and planning, public participation and decision, and ecology conservation and tourism development.

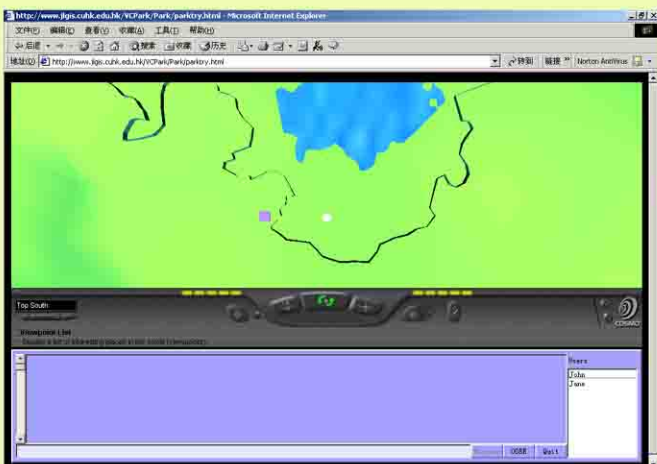


The 3-D Graphics area is for displaying the VRML world. The 2-D Graphics area allows users to select interesting regions or display the location of the observer in the 3-D world. The Menu area permits users to select observing parameters to implement data query and analysis or to conduct simulation. The Talk area provides communication functionality to users. The Query and Analysis area displays the results of data query and analysis or model simulation.

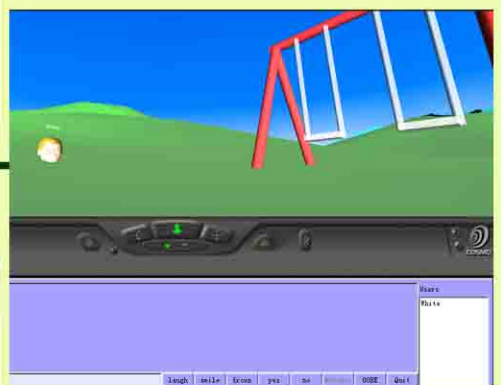
### System architecture of the virtual studio.



Use gesture language such as laugh, smile, frown, nod and shake the head to communicate.



Choose different location in the 3-D space.



A bird's eye view of the virtual park. The same location can be showed from different viewpoints on the web.