Alpha Demonstration
XML Texture Composition Plug - in

Team Boeing
CSE 498, Collaborative Design

Marc Coleman
Jonathan Harris
Jessica Parks
Jeremiah Cunningham

Department of Computer Science and Engineering
Michigan State University

Spring 2010
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
<svt_data id="DataSet">
    <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" />
    </svt_source>

    <priority id="priority1" list="earth1, earth2" />
</svt_data>
Video Demonstration
What’s left to do?

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