Open Simulation Training

Taking it beyond professional systems

Austin Tate
AIAI, University of Edinburgh

Ai Austin
Virtual University of Edinburgh

OpenVCE

Vue – Virtual University of Edinburgh
OpenVCE – Virtual Collaboration Environment
I-Room – a Virtual Space for Intelligent Interaction

Social Web + Agents + Plans + Virtual Worlds

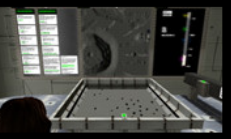
http://vue.ed.ac.uk
http://openvce.net
http://openvce.net/iroom


View World Tools Help Client Server
Space CoLab 187, 26, 56 (PG) - CoLab HQ
1:59 PM PST
Space CoLab Officer Karne Soleil
Space CoLab Member Ai Austin
Badabing Pro
Construction Boss Camden Mitchell
ISM Museum Director Kat Lemieux
Grapeskin Enoch
Greyark Hightower
Rocket Sellers
Piet Garfield
Space CoLab Member Dragonfire Kelly
Space CoLab Member Troy McLuhan
SCM Member Gus Plisskin
Space Rigger Ing Link
Math is good
Space CoLab Owner Drew Frobozz
Space CoLab Officer Paradox Olbers
Oregon L5 Researcher Sine Arrow (Away)
Ariel Miranda
Si Arcadia
Oregon L5 Researcher Prng Flagstaff
Tactical Operations and Simulations: SI arcadia
Collaboration
Kelly: ok, so we email Concierge and tell them to move us where Kat says :)
Stand Up
Say
Shout
Chat
Friends
Fly
Snapshot
Search
Build
Mini-Map
Map

Virtual Field Trips

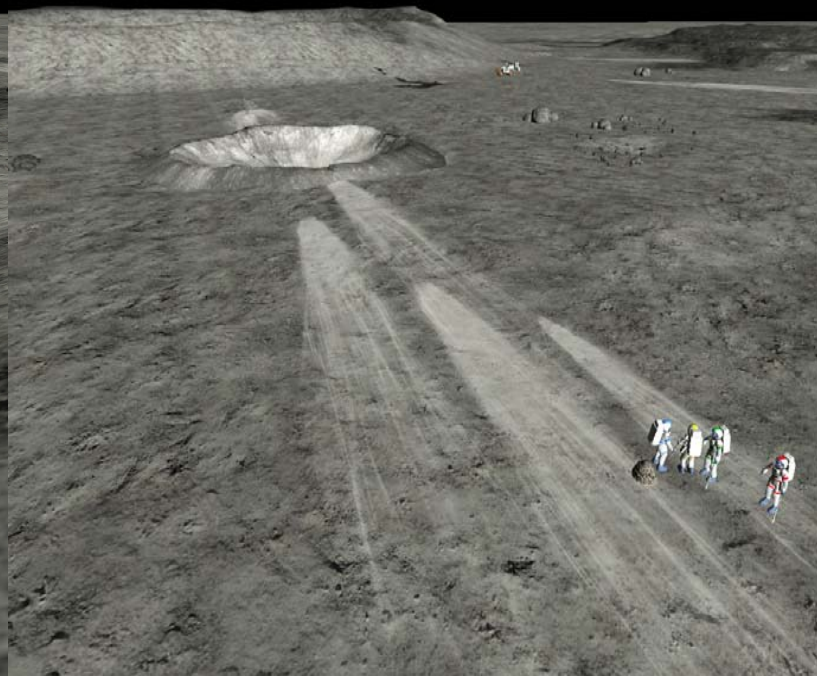
Virtual World for Inquiry and Planetary Geology Field Work

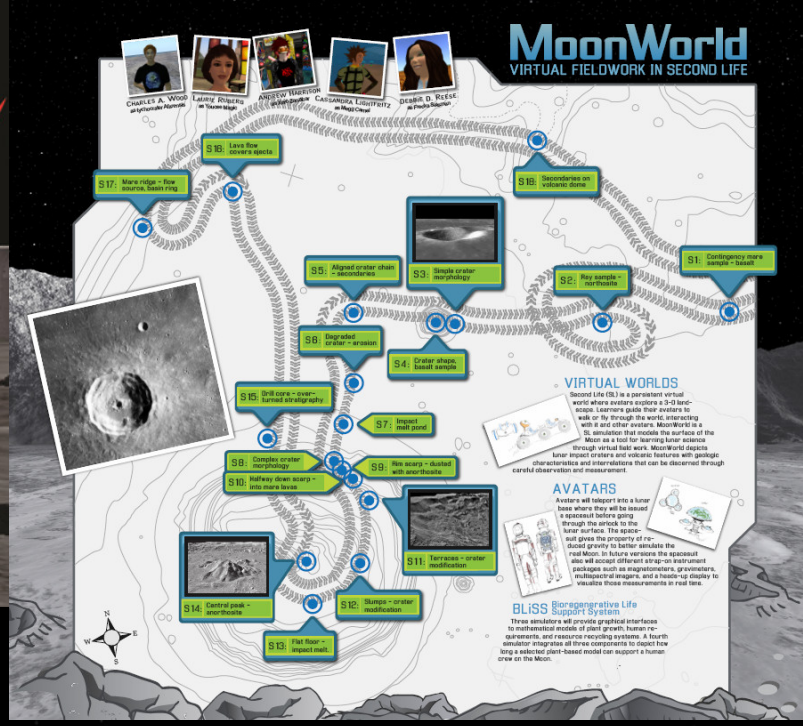
MoonWorld



COTF
Classroom of the Future

http://moonworld.cet.edu

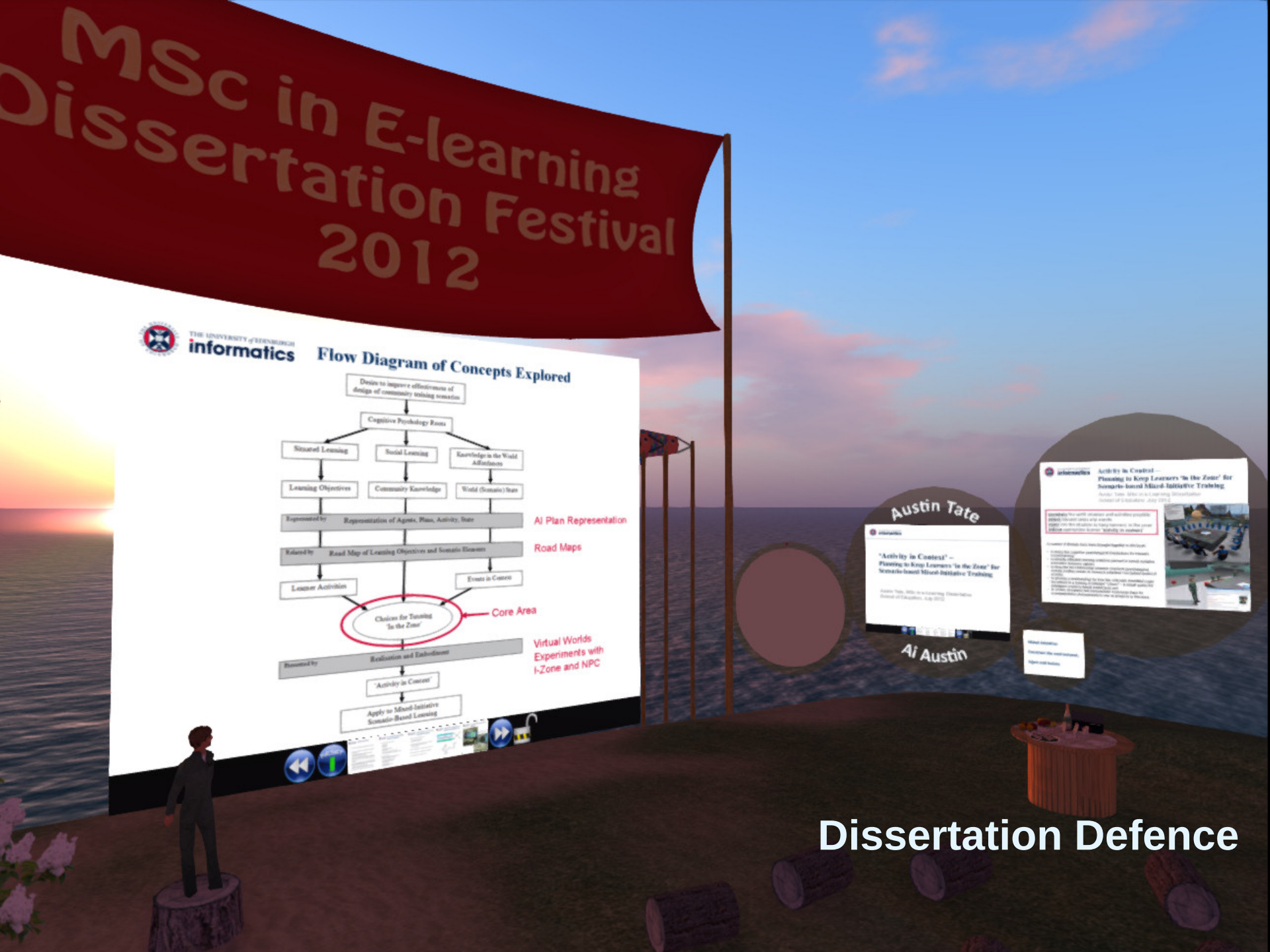




Vue – Virtual University of Edinburgh

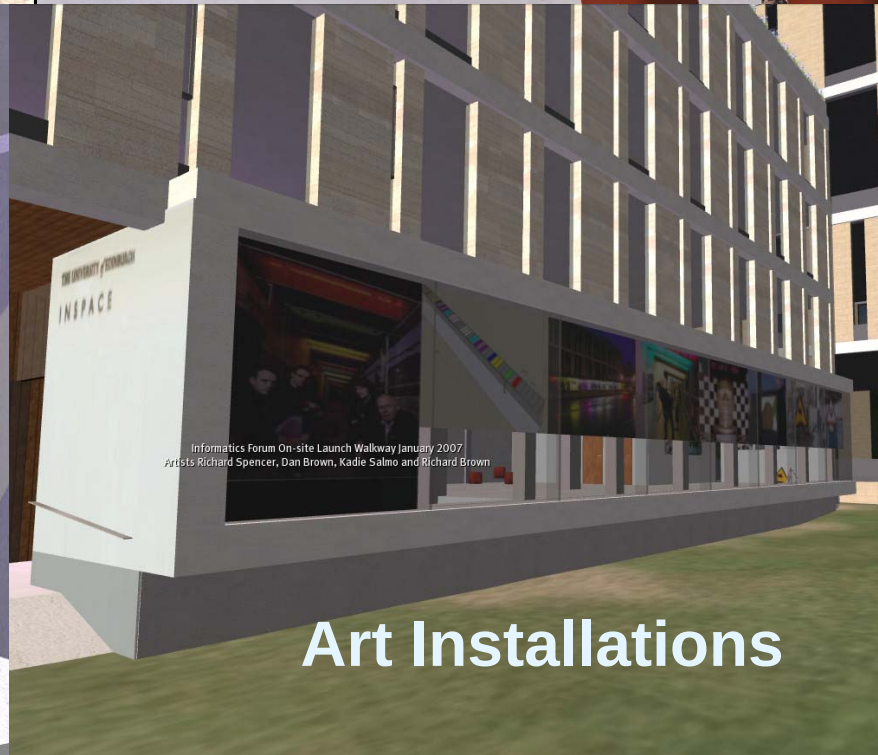
A multi-disciplinary virtual organisation
exploring the potential of virtual worlds for
e-learning, research, collaboration & outreach
related to the University of Edinburgh

http://vue.ed.ac.uk


MSc in E-learning
Dissertation Festival
2012
informatics
Flow Diagram of Concepts Explored
Design to improve effectiveness of design of community training scenarios
Cognitive Psychology Roots
Situated Learning
Social Learning
Knowledge in the World Affordances
Learning Objectives
Community Knowledge
World (Scenario) State
Represented by
Representation of Agents, Plans, Activity, State
AI Plan Representation
Related by
Road Map of Learning Objectives and Scenario Elements
Road Maps
Learner Activities
Events in Context
Choices for Tutoring 'In the Zone'
Core Area
Realisation and Embodiment
Virtual Worlds Experiments with I-Zone and NPC
'Activity in Context'
Apply to Mixed-Initiative Scenario-Based Learning
Austin Tate
"Activity in Context" – Planning to Keep Learners 'in the Zone' for Scenario-based Mixed-Initiative Training
Ai Austin
Dissertation Defence

Vue Virtual Graduation


Informatics



Art Installations


OpenVCE


Second Life
Me
Communicate
World
Build
Help
Advanced
Develop
L$ 74,777
Buy L$
9:46 AM PDT
I-Zone, VCE - General
Search
I-Room: A Virtual Space for Intelligent Interaction
Trinity Rooney
Diana Grizot
Firery Broome
Owner
Theo Outlander
WorkingRelationships
Deb Quintessa
OpenVCE
Ai Austin
Tonito Alderson
RL <--> SL Scripter
AI Supercharge
Owner
Viking Zinner
Vue Associate
SP Pizzicato
Sato Michinaga
Academy of HRD
Rachelle Munro
Member
Pamela Varthader
Member
Joelle Yalin
Honda SL Design Team
JohnFrej Herzfeld
Light Sequent
Innovator
Serious Starsider
DougCaldwell Unplugged
OpenVCE Event Reception
Open University UK
Gardy Flux
Acknowledged
Anders Wildcat
Clear Clickers
Chat Relay
I-Room Helper (off)
Team A
Anders Cronstadt
AO OFF


Sandbox
Venue
Amphitheatre
I-Zone B
Expo Pavilion
Project
Space
Orientation Area
Central Plaza
Project
and
Team
Suites
I-Zone A
Hill Top
Meeting Spaces


Vue NW
Vue North
Edinburgh North
Edinburgh Uplands
Vue
Edinburgh University
Edinburgh East
Vue South
Informatics
VCE


Vue NW


Vue North
Vue
Vue South

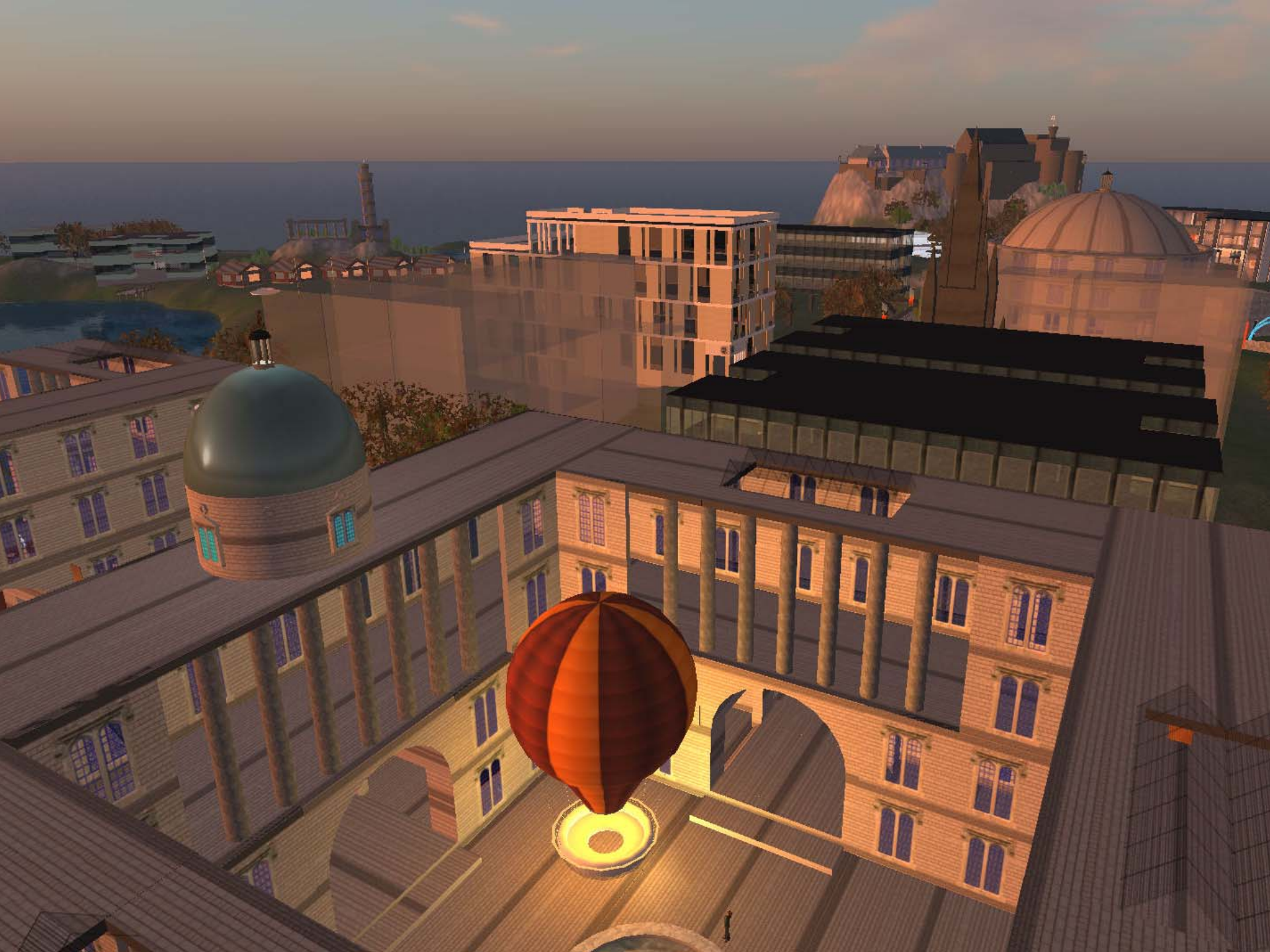

Edinburgh University
Edinburgh East


VCE

OpenVue – Open Source Virtual University of Edinburgh

Exploring the potential of open source virtual worlds for e-learning, research, collaboration & outreach related to the University of Edinburgh

http://vue.ed.ac.uk/openvue



Simulation for Training & Exercises

Using computer-based simulation for training and exercises in civil and military scenarios

Lockheed Martin Simulation, Training and Support defense contract for the Defense Advanced Research Projects Agency given on 1/25/2011

Authored By **Staff Writer** | Last Updated: 1/25/2011

Principle Contractor: Lockheed Martin Simulation, Training and Support
Date Reported: 1/25/2011
Department: Defense Advanced Research Projects Agency

Contract Details: Lockheed Martin Simulation, Training & Support, Orlando, Fla., is being awarded a $7,360,467 modification to a cost plus fixed-fee contract (HR0011-10-C-0042). This award is for the National Cyber Range (NCR) program. The contractor will build on the preliminary design created in Phase I and tasks that have been accomplished in Phase II to date. At the completion of the revised Phase II program, the contractor will demonstrate the capabilities of the flexible automated Cyber Test Range NCR. The Phase I and Revised Phase II deliverables including the Concept of Operations and the Detailed Engineering Plan (DEP) are the basis of the revised Phase II effort. Work will be performed in Orlando, Fla. (69.810 percent); Cherry Hill, N.J. (16.262 percent); Princeton, N.J. (4.073 percent); Columbia, Md. (0.120 percent); Albuquerque, N.M. (1.033 percent); San Antonio, Texas (0.002 percent); Washington, D.C., (8.700 percent). The work is expected to be completed July 7, 2011. The Defense Advanced Research Projects Agency is the contracting activity.

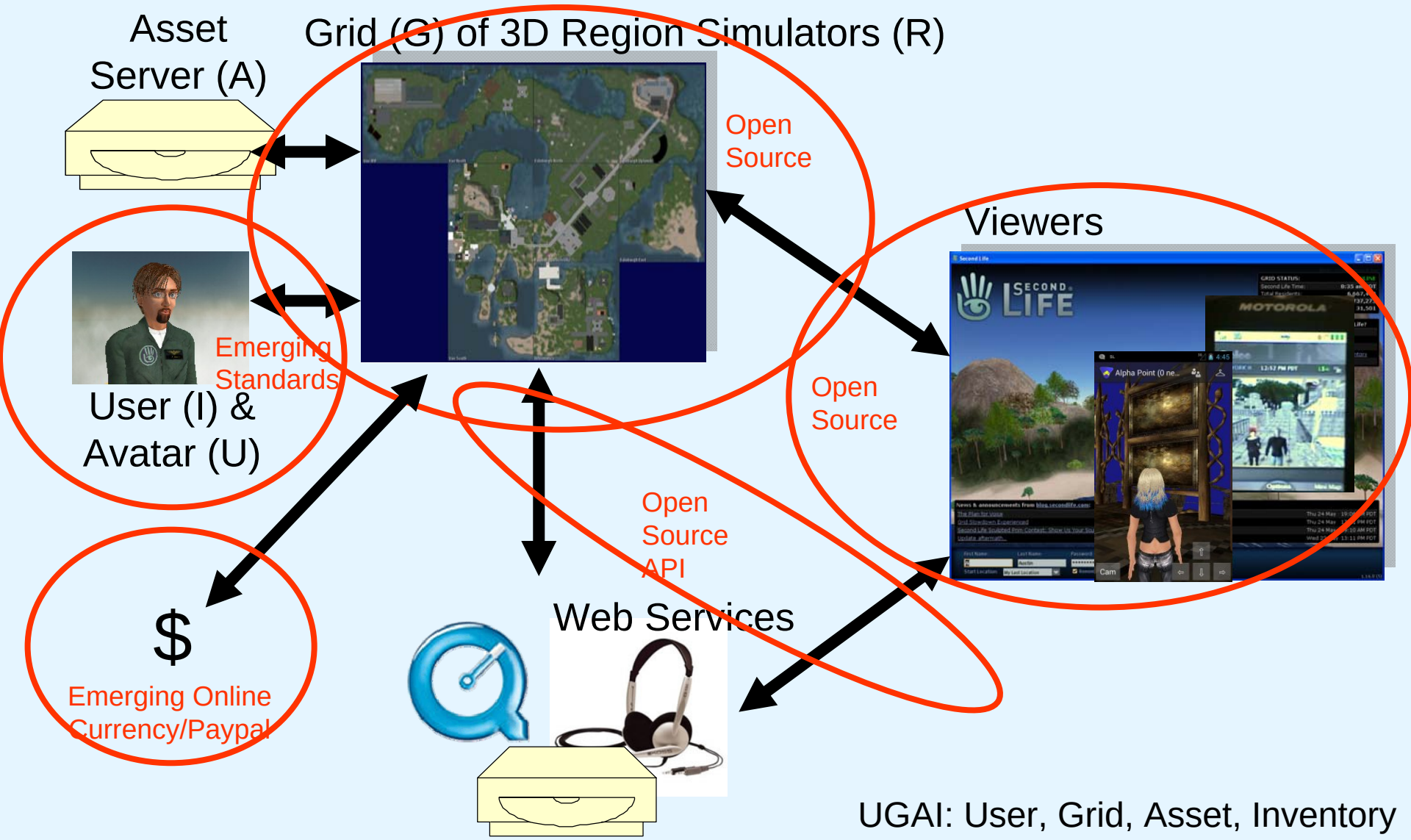
Total Contract Value: $7,360,467

Other Virtual Worlds
SAIC Forterra OLIVE


Decisions to be made (15 minutes)
✓ 1. What specific key tasks should public health agencies and their healthcare partners engage in to prepare for the outbreak before it reaches SL City? (15 minutes)


Stanza addetto all'assistenza dei disabili

Virtual Worlds - Systems Architecture



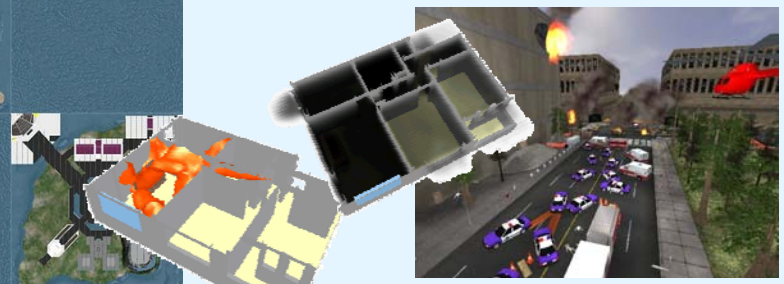
UGAI: User, Grid, Asset, Inventory
R: Region

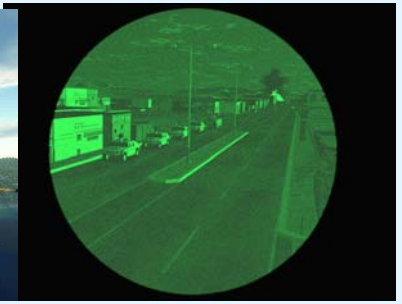
Virtual Worlds – Multiple Levels

Publicly Accessible Grids
(e.g. Second Life)

Privately Managed Grids
(e.g. Opensim)

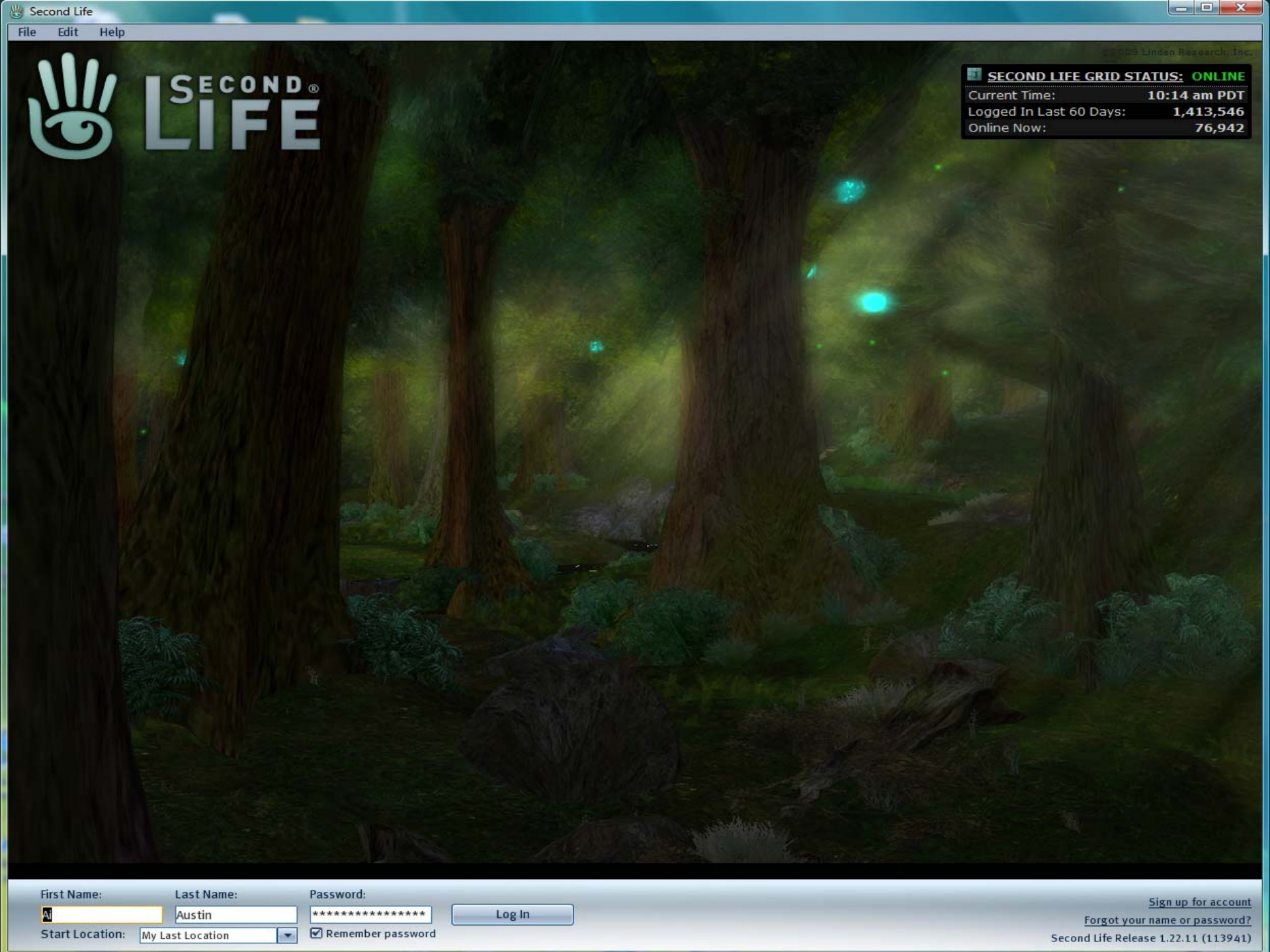
Specialised Simulations
(e.g. CRISP, Vega Prime)





Components

Virtual World Viewers (e.g. Firestorm)
Virtual Worlds Service (OpenSim)
Voice Service (I shall say no more)
3D Terrain (DTED)
3D Models (via Collada)
NPCs
Scale (Intel DSG)
Easy Deploy (USB Stick to Cloud)
Role Play Scenario


Second Life
File
Edit
Help
SECOND LIFE
SECOND LIFE GRID STATUS: ONLINE
Current Time: 10:14 am PDT
Logged In Last 60 Days: 1,413,546
Online Now: 76,942
First Name:
Last Name:
Password:
Austin
Log In
Start Location:
My Last Location
Remember password
Sign up for account
Forgot your name or password?
Second Life Release 1.22.11 (113941)

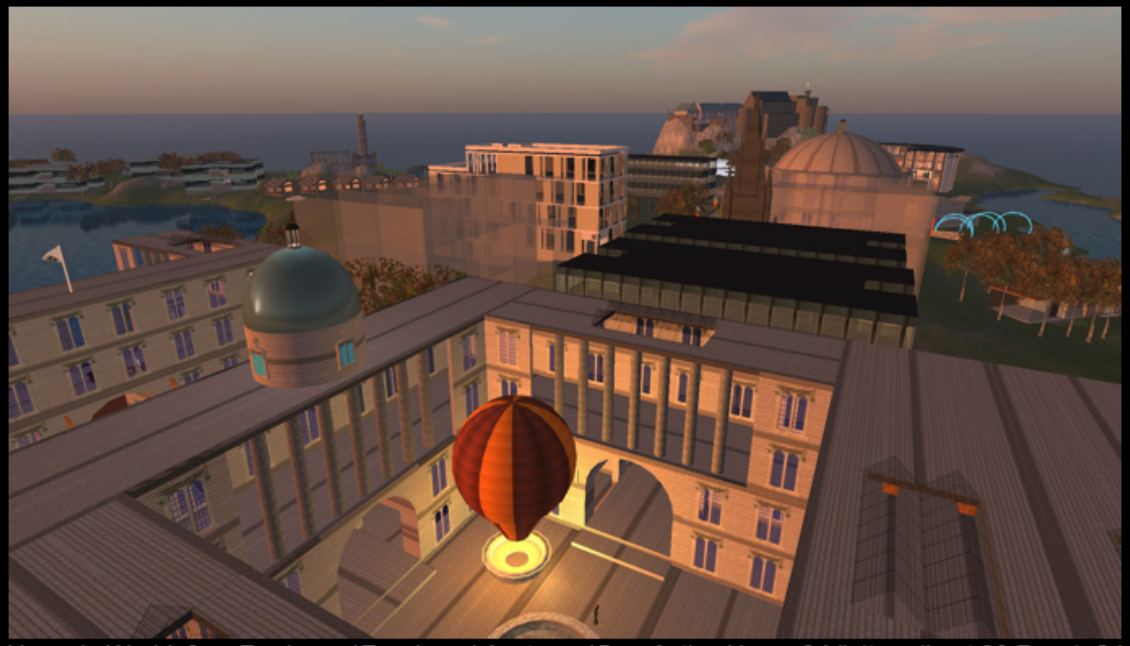

Phoenix Firestorm-Release v4.3.1.31155
Viewer
Help
Debug
OSgrid
The open source metaverse
Users in world : 45
Hypergrid Visitors : 22
Total Regions : 8597
Active users (last 30 days) : 3452
Total Users : 87899
Grid is ONLINE
Wright Plaza
Bade Plaza
Lbsa Plaza
SeaPrior Plaza
Teravus Plaza
Sandbox Plaza
Sandbox Plaza II
Recreation Plaza
Zaius Plaza
OSgrid.org
osgrid
osgrid New Weekly Briefing is out, We have Partnering :) Check it out. forums.osgrid.org/viewtopic.php?...
9 hours ago · reply · retweet · favorite
osgrid OSgrid PrimWords Today, March 24, 2:00 PM Pacific Time, OSgrid Recreation Plaza, come play or cheer your friends on. Key Gruin Coordinating
yesterday · reply · retweet · favorite
osgrid Sci Fi RP, Sunday 3:00 pm Pacific Time, Lani Region, OSgrid, RolePlayers, Observers, Beginners Welcome. pic.twitter.com/QiX2HGC1gp
yesterday · reply · retweet · favorite
StormingAmy @osgrid Sci Fi RP Sunday, 3:00 pm Grid Time (Pacific Time), RolePlayers, Beginners, Observers Welcome. Location: Lani
Join the conversation
Bade Plaza
Username:
Password:
Log In
Default Settings:
Firestorm
Start at:
Home
Log onto Grid:
OSGrid
Sign up
Forgot password?
Need help logging in?
Delete this entry
Remember password
Grid Manager help

Phoenix Firestorm-Release v4.3.1.31155

Viewer Help Debug

Virtual University of Edinburgh based on OpenSimulator

Openvue (OpenSim 0.7.6 Dev)



Users in World: 3 Regions: 17 Local Avatars: 45 Active Users & Visitors (Last 30 Days): 24

Openvue | Vue-5000 | Vue-9000 | OpenVCE | Sandbox | Vivox Acceptable Use

Username: Password: Log In Default Settings: Firestorm Start at: Home Log onto Grid: Openvue

Delete this entry Remember password Grid Manager help

Sign up Forgot password? Need help logging in?

Phoenix Firestorm-Release v4.3.1.31155

Viewer Help Debug

MOSES

MILITARY OPEN SIMULATOR ENTERPRISE STRATEGY

YOU ARE ACCESSING A U.S. GOVERNMENT (USG) INFORMATION SYSTEM (IS) THAT IS PROVIDED FOR USG-AUTHORIZED USE ONLY. By using this IS (which includes any device attached to this IS), you consent to the following conditions: The USG routinely intercepts and monitors communications on this IS for purposes including, but not limited to, penetration testing, COMSEC monitoring, network operations and defense, personnel misconduct (PM), law enforcement (LE), and counterintelligence (CI) investigations. At any time, the USG may inspect and seize data stored on this IS. Communications using, or data stored on, this IS are not private, are subject to routine monitoring, interception, and search, and may be disclosed or used for any USG-authorized purpose. This IS includes security measures (e.g., authentication and access controls) to protect USG interests--not for your personal benefit or privacy. Notwithstanding the above, using this IS does not constitute consent to PM, LE, or CI investigative searching or monitoring of the content of privileged communications, or work product, related to personal representation or services by attorneys, psychotherapists, or clergy, and their assistants. Such communications and work product are private and confidential. See User Agreement for details.

Users in World: 25Active Regions: 182Total Users: 445Active Users (Last 30 Days): 65

Username: Password: Log In Default Settings: Firestorm Start at: Home Log onto Grid: Military Open S

Delete this entry Remember password Grid Manager help

Sign up Forgot password? Need help logging in?

MOSES

MILITARY OPEN SIMULATOR ENTERPRISE STRATEGY

What is MOSES?

The Military Open Simulator Enterprise Strategy is an exploratory effort designed to evaluate the ability of the Open Simulator to provide independent and secured access to a virtual world.

Year One Goals:

1. Provide a completely independent virtual world capability. Runs in an enclaved network, capable of multiple levels of secured processing.
2. Provide a stable in-kind Second Life®-like environment.
3. Provide guidance to other organizations wishing to replicate the MOSES results.
4. Link with other organization in a hyper-grid manner to demonstrate external growth and scalability.

Next Steps:

1. Secured/Encrypted Communications
2. User Authentication with certificates and CAC
3. Larger Scale User Support
4. Integration/Conformance with the DoD Virtual World Framework

Why was MOSES created?

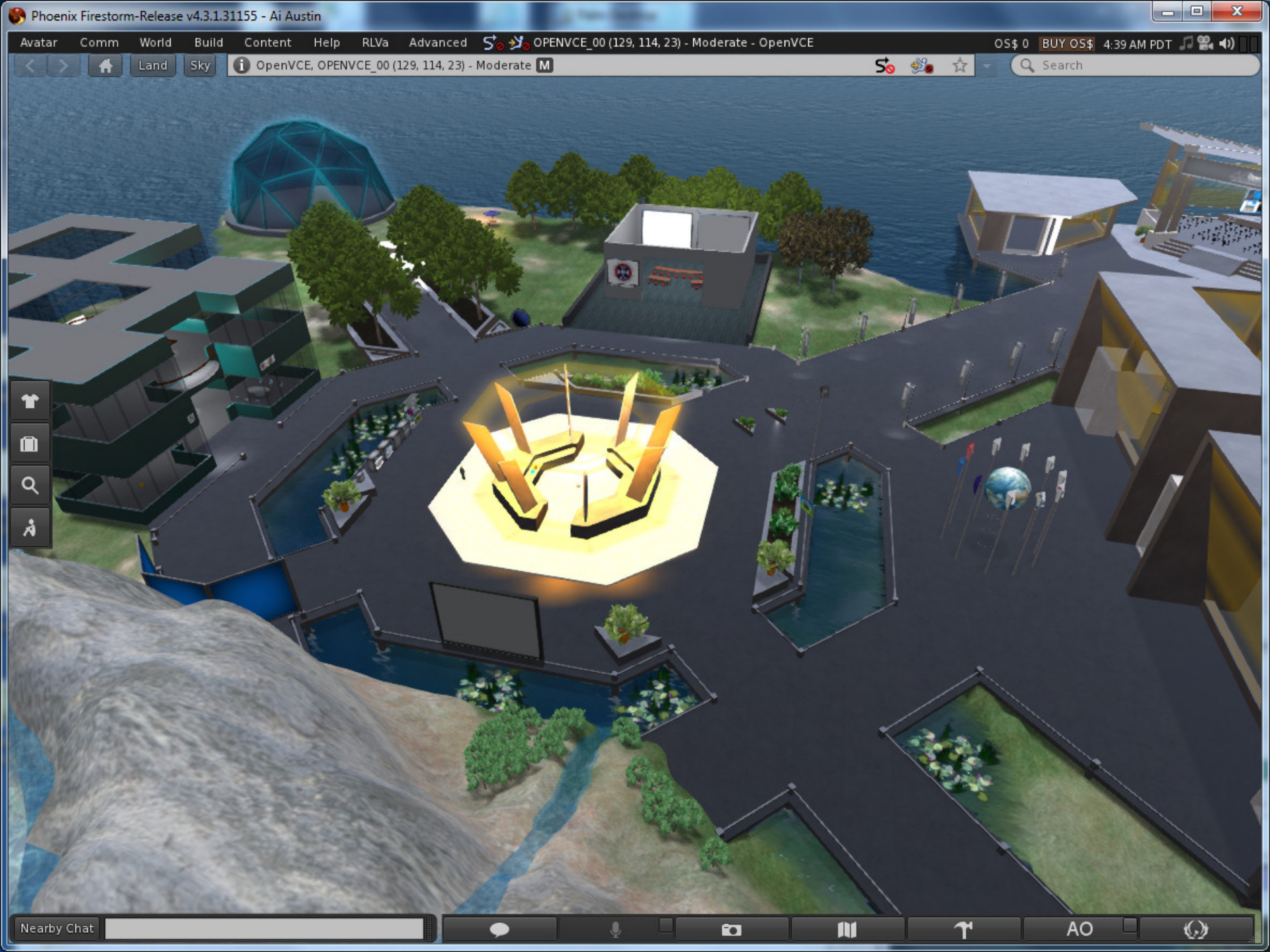
- Replacement to the Second Life® Enterprise Project
- Effort to preserve significant investment in the SLE platform.
- Continue research started in the SLE platform.

What value does MOSES bring to military training applications?

MOSES breaks the traditional paradigm of modeling and simulation.

- Art Pipeline: Subject matter experts may create the training material
- Computationally Steerable: The scripting language can enact changes to objects without restarting simulation.
- Out of the Box External Communications Mechanisms: Everything in the environment is an interactive object, capable of being driven by external behavior models.
- Every Object can connect to an external data source.
- Flexible Terrain: Real world terrain sources can be used. Terrain is deformable while simulation is running; May be restored via scripting
- Persistent Virtual Environment: Capable of High Availability and Uptimes
- Multiple Communications Options: Point to point chat, point to many chat Point to point VOIP, point to many VOIP - can replicate military radio behavior


Appearance
Body Parts
Shape
Skin
Hair
Eyes
Clothes
Shirt
Pants
Shoes
Socks
Jacket
Gloves
Undershirt
Underpants
Skirt
Ai Male Shape v2
Located in /My Inventory/Clothing/Male/Ai Male Base
Body
Head
Eyes
Ears
Nose
Mouth
Chin
Torso
Legs
Female
Male
Short
Tall
Height
68
Body Thin
Body Thick
Body Thickness
20
Save As
Revert
Focus
Move
Edit
Create
Land
Click and drag to change view
Zoom
Orbit (Ctrl)
Pan (Ctrl-Shift)
« Less
General
Object
Features
Texture
Content
Edit object parameters:
Locked
Physical
Temporary
Phantom
Position (meters)
X 146.242
Y 222.592
Z 23.815
Size (meters)
X 0.500
Y 0.500
Z 0.500
Rotation (degrees)
X 0.00
Y 0.00
Z 0.00
Material
Wood
Building Block Type
Box
Path Cut Begin and End
B 0.000
E 1.000
Hollow
0.0
Hollow Shape
Default
Twist Begin and End
B 0
E 0
Taper
X 0.00
Y 0.00
Top Shear
X 0.00
Y 0.00
Edinburgh University
Ai Austin
Chat
Speak
Snapshot
Build
About land
World Map
Objects
Terrain
NW
N
NE
W
E
SW
Vue (128, 128, 0)
Vue
You
Home
Go Home
Classifieds
Popular
Person
Land For Sale
Infohub
Events
Telehub
Events (M)
Land For Sale
Auction
My Friends
My Landmarks
Vue
Search
Search Results:
Vue
Inventory
File
Create
Sort
Filters
Type here to search
All Items
Recent Items
Build - Vue
AIAI2
Education
Inf2
Shared Areas
The Venue
Light Ring
Paved Area 10x10
Seat 5m - Sculpted with Pads
Seat 5m 60deg
Seat 10m 60deg
Seat Pad
UoE Black
uoe-2colour-256x256-square
uoe-2colour-512x512-square
uoe-2colour-1024x1024-4x3
Vue Banner - Horizontal
Vue Banner - Vertical
Vue Freebies Box
Vue Texture Box
Vue UoE Coffee Mug
vue-base-128x512
vue-base-1024x256
vue-uoe-vue-1024x256
Calling Cards
Clothing
Gestures
Landmarks


Phoenix Firestorm-Release v4.3.1.31155 - Ai Austin
Avatar
Comm
World
Build
Content
Help
RLVa
Advanced
OPENVCE_00 (129, 114, 23) - Moderate - OpenVCE
OS$ 0
BUY OS$
4:39 AM PDT
Land
Sky
OpenVCE, OPENVCE_00 (129, 114, 23) - Moderate
M
Search
Nearby Chat
AO


NW
N
NE
W
SW
S
SE

http://3dr.adlnet.gov/Public/Results.aspx?Group=rating-high

Results

File Edit View Favorites Tools Help

Fork me on GitHub

Advanced Distributed Learning

3D Repository

Create an Account | Sign In

Home | About | Upload | Blog | Contact Us

Search

Advanced Search
Federated Search

Sort By: Rating - High To Low

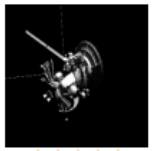
Results Per Page: 12

JSON

Showing results 1-12 of 803

BAE Caiman
VastPark is proud to offer this model for free via...
1045 Views

Office Chair 02
No description available
158 Views



Cassini Assembly
Includes orbiter from CAD models. Accurate (to a f...
136 Views

SU-27
Soviet SU-27 Flanker
1343 Views

Oshkosh M-ATV
Oshkosh M-ATV is an Mine Resistant Ambush Protecte...
2824 Views

HMMWV
HMMWV armored in desert paint scheme.
1731 Views

100%

A 3-D Model Supercar by Mick Imrie and Austin Tate.

Model Availability

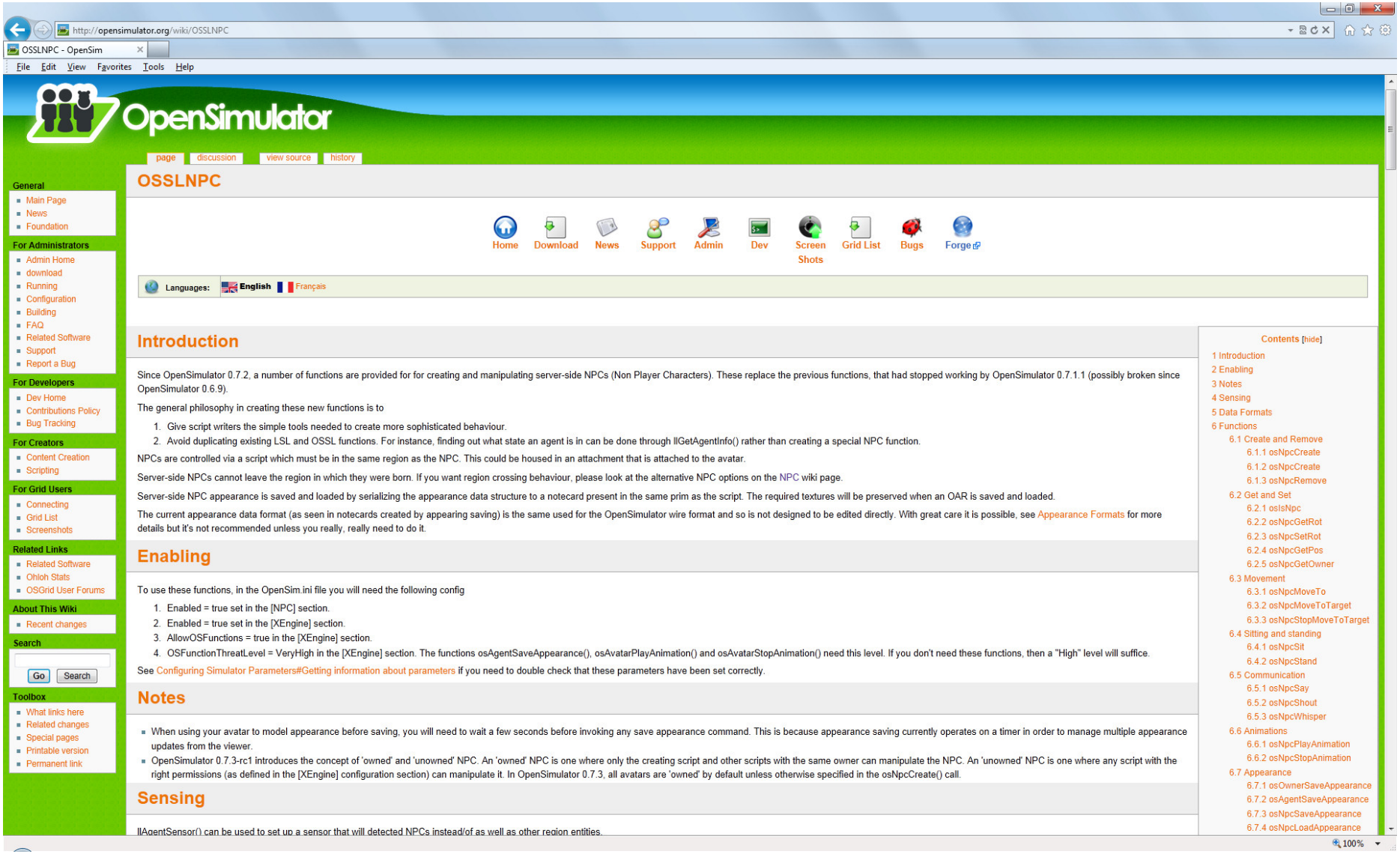
The models and images are provided for your enjoyment, but should not be used for any commercial purpose. The models are provided as is and with no warranty of any kind (of course). Please let the individual creators know of any problems with using them though.

Supercar	Format	File	Description
 Mick Imrie & Austin Tate	Cinema4D v5	sc_c4d.zip 3,110KB 7-Oct-98	Supercar. Origination model, and full supporting textures, bumpmaps, etc. Includes pilot figure, Beaker's desk, blast shield, chair, floor, a simple lighting scheme and a sample render. The default configuration is wings in and open canopy. The Lab items are showing but the pilot figure is hidden. Includes graphic image. Blueprints are also available in colour and black & white. Additional model information is here.
	trueSpace 1.04	sc_ts.zip 3,869KB 10-Jan-99	Supercar with extended and retracted wings, open and closed canopy and all textures. Includes read me file and explanatory graphic image.
	AutoCAD DXF	sc_dxf.zip 3,079KB 7-Oct-00; sc_dxf-autocadv14.zip 4,662KB 21-Oct-00	Supercar with extended wings and closed canopy. No textures. Includes read me file and graphic image. Alternative as saved from AutoCAD version 14 is available.
	3D Studio MAX	sc_max.zip 4,451 22-Apr-99	Port of model to 3D Studio MAX by Mateen Greenway. Includes all textures, read me file and graphic image.
	LightWave 3D	sc_lws.zip 1,936KB 9-Feb-99	Port of model to LightWave 3D by Don Showalter. Includes all textures, read me file and graphic image.
	Studio 3D Release 4	sc_3ds.zip 4,298KB 16-Sep-99	Port of model to Studio 3D Release 4 by James Murphy. Includes all textures, read me file and sample images (image 1, image 2).
	Poser 4	sc_p4.zip 2,953KB 9-Oct-99	Port of model to Poser 4 by Darrin Horn. Includes all textures, read me file and sample images (image 1, image 2).
	SketchUp	sc_sketchup.zip 15MB 22-May-2011	Port of model to Sketchup by Austin Tate via 3DS model. Includes all textures, read me file and sample image.
	Blender	sc_brl_blender.zip 27MB 19-May-2011	Intial port of model to Blender 2.5x by Austin Tate via 3DS model.
	Unity3D	Supercar.unitypackage 29MB 24-May-2011	Supercar, Blastshield and Figure to Scale. Unity3D Package via Sketchup Model and 3DS export by Austin Tate.


SUPERCAR
SPECTRE

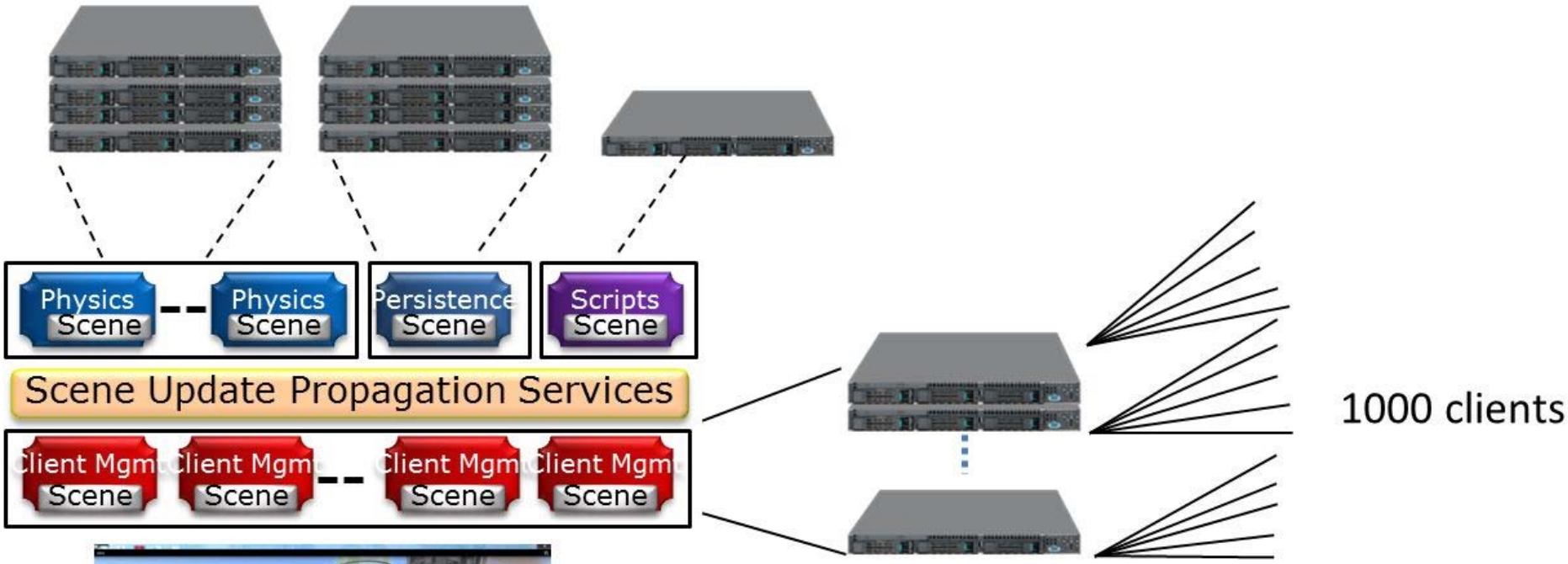
Non-Player Characters (NPCs)

Non-Player Characters (NPCs) in OpenSim



NPC Creation, NPC Clones, NPC Attachments, NPC Behaviours, NPC Functions, Pathfinding, etc.

Scaling – Intel Distributed Scene Graph



City disaster response training scenario

SoaS

Portable OpenSim

single-user preconfigured

OpenSimulator 0.7.5

running with its own isolated instances of
MySQL, Apache, and PHP for Windows

One Region

Four Region

One Region Zipped

faq

blog

Nine Region

Sixteen Region

Viewer

tweet

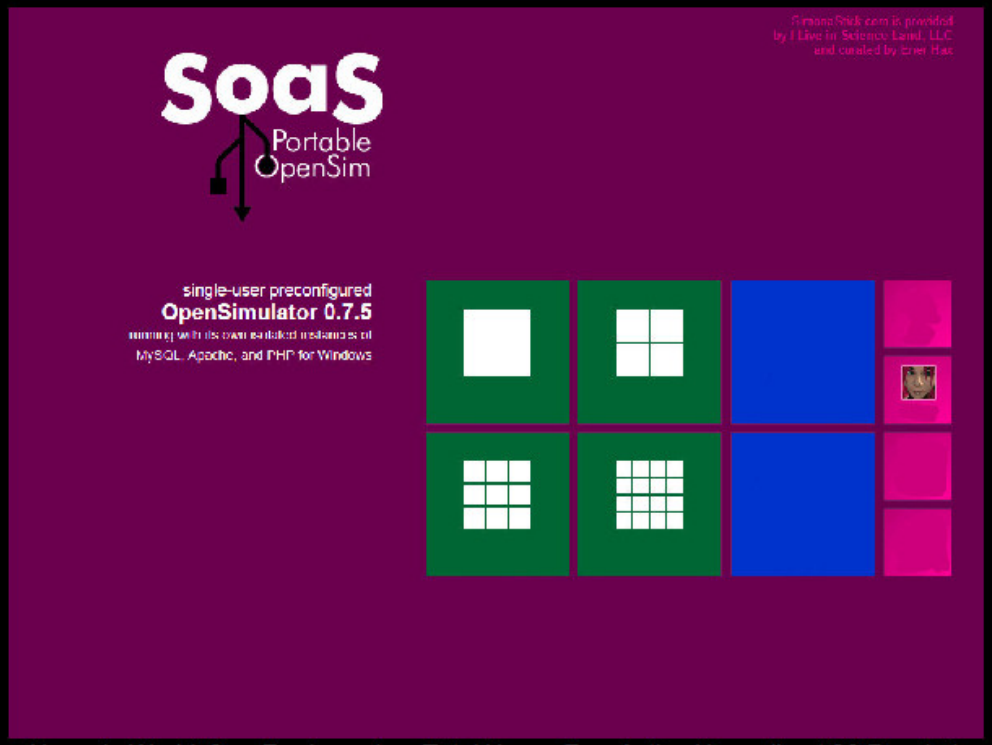
0.7.4

prior

Phoenix Firestorm-Release v4.3.1.31155

Viewer Help Debug

virtual world
simonastick



Users in World: 0 Regions: 1 Total Users: 7 Active Users (Last 30 Days): 1

Powered by OpenSimulator

Username: Ai Austin
Delete this entry

Password:
Remember password

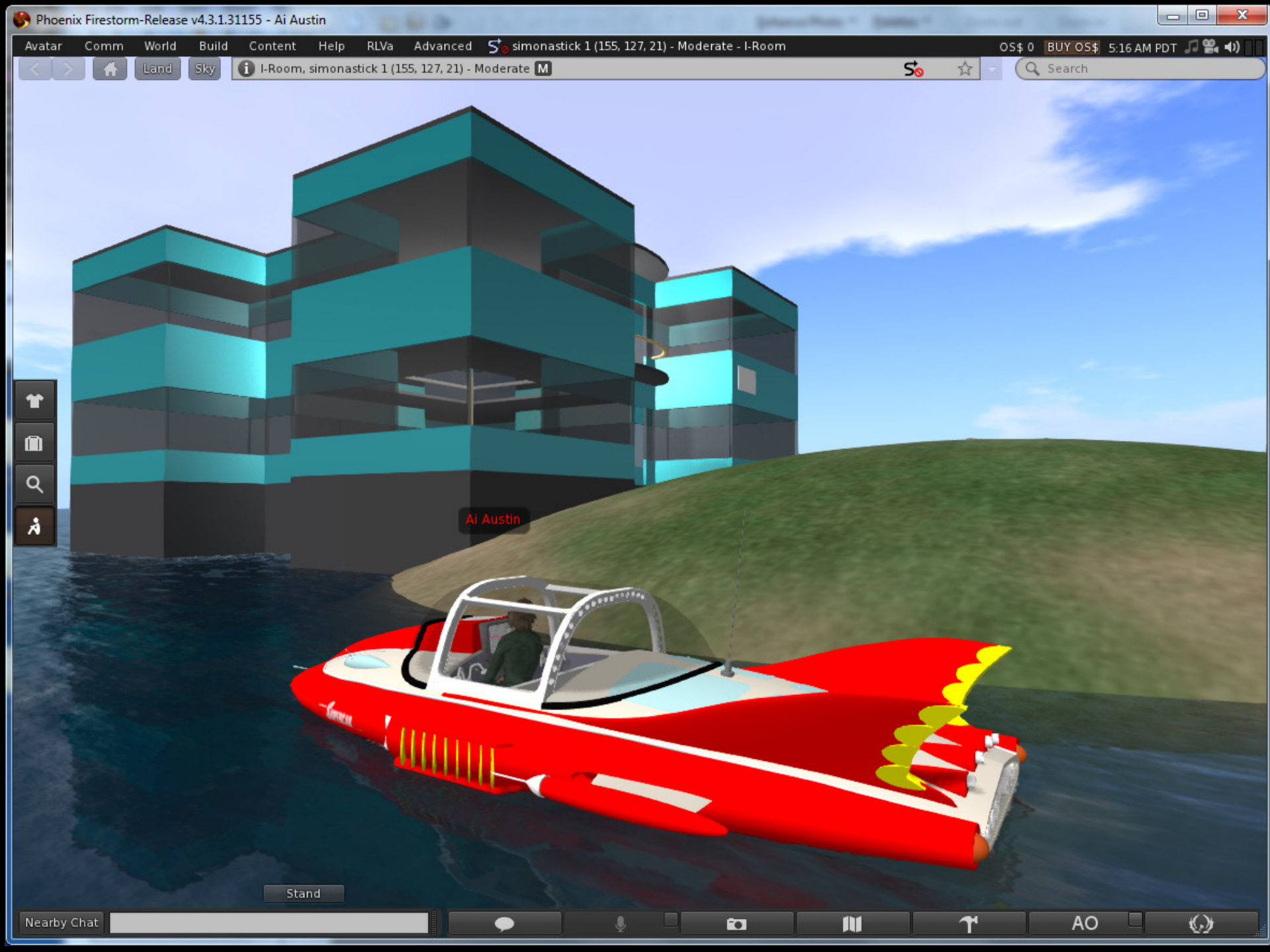
Log In

Default Settings: Firestorm

Start at: Home

Log onto Grid: simonastick
Grid Manager help

Sign up
Forgot password?
Need help logging in?


Phoenix Firestorm-Release v4.3.1.31155 - Ai Austin
Avatar
Comm
World
Build
Content
Help
RLVa
Advanced
simonastick 1 (155, 127, 21) - Moderate - I-Room
OS$ 0
BUY OS$
5:16 AM PDT
Land
Sky
I-Room, simonastick 1 (155, 127, 21) - Moderate
M
Search
Ai Austin
Stand
Nearby Chat
AO

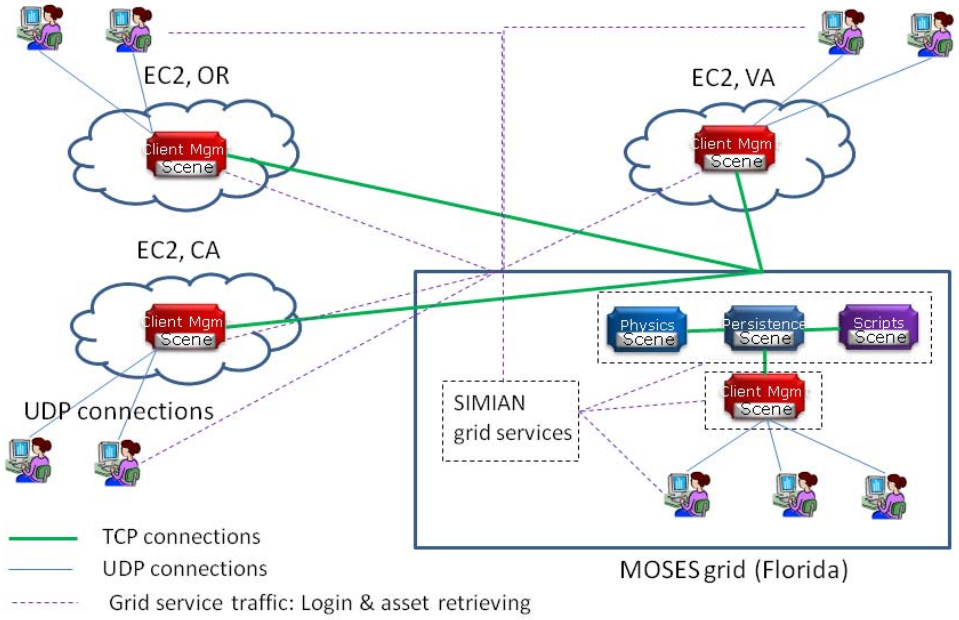
MOSES

MILITARY OPEN SIMULATOR ENTERPRISE STRATEGY

ARL

intel

Targeted Configuration



MOSES OpenSim Grid with Intel DSG Immersive Training

MOSES - IntelSTTC User Scalability Experiment 1 - STTC https://107.7.21.233/redmine/projects/moses/wiki/IntelSTTC_User_Sc..

IntelSTTC User Scalability Experiment 1 - Fri

REGISTER HERE: http://107.7.21.233/form.php
MOSES DSG Client: MosesDSG_4-4-0-33429_Setup.exe

Goals and Objectives

Background and Hypothesis

Properly representing the operational environment for Army training r
is believed that virtual world technology may be used to achieve the g
experiment is the first step to prove and demonstrate more than 100
mission.

Scalability Experimentation Goals

ARL/HRED/STTC has identified a need for scalability and flexibility for
2015 [1] . Scalability can be examined in three different categories: **siz
complexity of the environment.** The next generation of training ap
operational environments. This experiment will focus on the number
acceptable performance.

The majority of current simulation based virtual environment training
The reason for this is the inability for current systems to handle larger
means there is limited system resources left over for opposing forces
more operationally accurate and persistent worlds for the soldiers to t

http://opensimulator.org

This presentation is available on-line at:
http://www.aiai.ed.ac.uk/~ai/

Thanks to Second Life, OpenSim and other VW residents
for their help in collecting materials for this talk

Open Simulation Training

Taking it beyond professional systems

Austin Tate
AIAI, University of Edinburgh

Ai Austin
Virtual University of Edinburgh

OpenVCE