

VSim 1.0 Abridged User Guide (Graphics Only)

Last updated 7/9/2013 by Lisa M. Snyder (lms@idre.ucla.edu)

The VSim prototype is generalizable and extensible software that allows real-time exploration of highly detailed, three-dimensional computer models in both formal and informal educational settings. The prototype was funded by a National Endowment for the Humanities Start-Up Grant (#HD-50958-10) and the Institute for Digital Research and Education at the University of California, Los Angeles.

Project Co-Principal Investigators: Ds. Lisa M. Snyder and Scott Friedman

Project Team: Lisa M. Snyder, Scott Friedman, Eduardo Poyart, Jingyi (Franklin) Fang, Xinli Cai, and Dr. Elaine Sullivan.

Downloads: idre.ucla.edu/gis-visualization/vsim



The VSim prototype is a flexible piece of software for interacting with three-dimensional content in educational settings. At first launch, the software appears deceptively simple (upper left image), but it facilitates sophisticated interactions with academically generated real-time models. Above, the Street of Cairo installation from the Urban Simulation Team's reconstruction of Chicago's World's Columbian Exposition of 1893 is shown in a screenshot captured during a flight session. The narrative bar across the top shows thumbnails from a linear presentation describing the construction of the concession and the embedded resources bar across the bottom shows the spatially organized material available for interrogation by the user from that location in the model. Three open windows (at right) show launched resources from the Newberry Library and the Art Institute of Chicago.

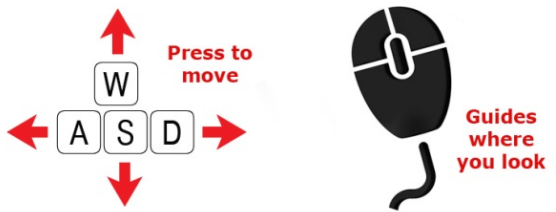
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The following is a graphic guide for working with VSim version 1.0 to successfully interact with three-dimensional content as part of your research or classroom presentations. VSim has three major components: the general navigation tools and settings, the Narrative element, and the Embedded Resource element. The **general navigation tools** facilitate real-time interaction with 3D content in gaming (WASD), flight simulation, or Google Earth-style object rotation modes. The **Narrative** section allows you to create a linear presentation akin to PowerPoint or Prezi, but within virtual space. The **Embedded Resource** section allows you to embed annotations, web links, or files containing primary and secondary resources within the modeled environment. These three components can be used individually or combined for a powerful teaching and learning experience.

Before all else, learn the NAVIGATION controls!

1 = First person navigation (WASD)



Press to move

Guides where you look

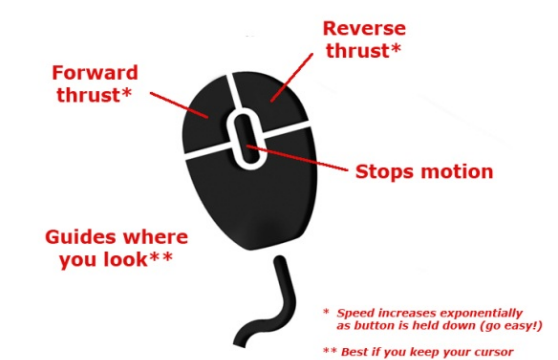
Space Toggles between Freeze/Navigate

R Toggles between Slow/Fast speed

G Tethers you to the GROUND

F Allows you to FLY

2 = USim navigation (flight simulation mode)



Forward thrust*

Reverse thrust*

Stops motion

Guides where you look**

** Speed increases exponentially as button is held down (go easy!)*

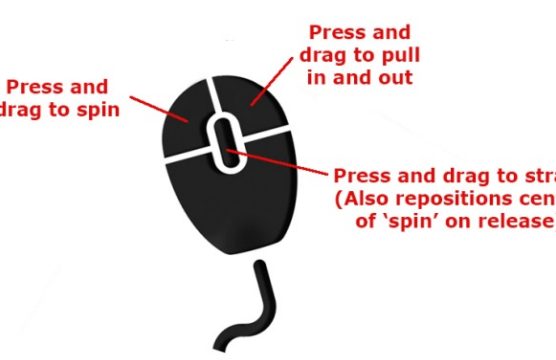
*** Best if you keep your cursor close to the center of the simulation window*

Space Toggles between Freeze/Navigate

G Tethers you to the GROUND

F Allows you to FLY

3 = Object navigation (Google Earth style)



Press and drag to spin

Press and drag to pull in and out

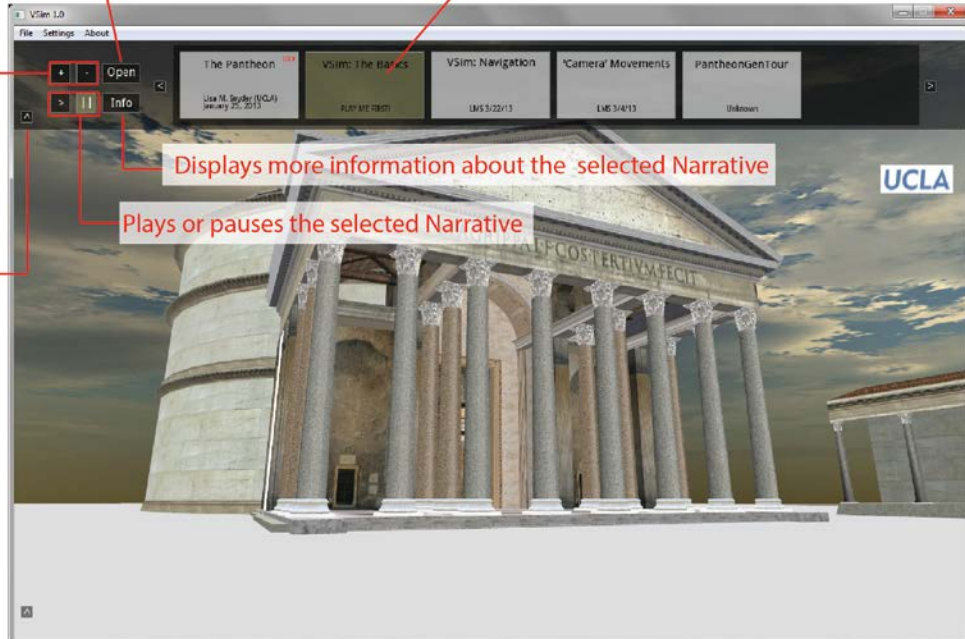
Press and drag to strafe (Also repositions center of 'spin' on release)

Launches the Narrative Editor (used for building or editing Narratives)

Begins a new Narrative or deletes the selected Narrative

Minimizes the Narrative Player

When the boxes in this bar contain titles, the controls govern the **NARRATIVE PLAYER**



Displays more information about the selected Narrative

Plays or pauses the selected Narrative

Launches the Node Editor (used to add text and/or images to Nodes)

Adds or deletes Nodes

Returns to Narrative Player

Minimizes the Narrative Player

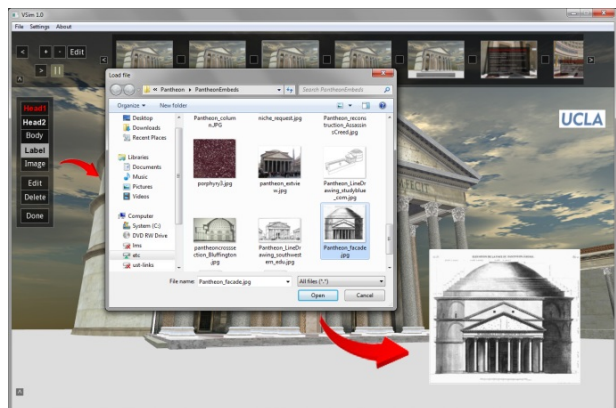
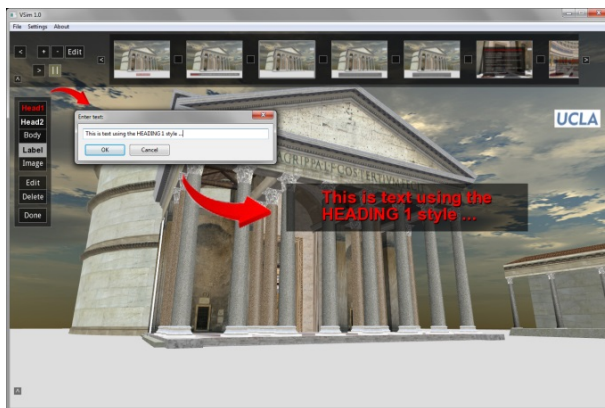
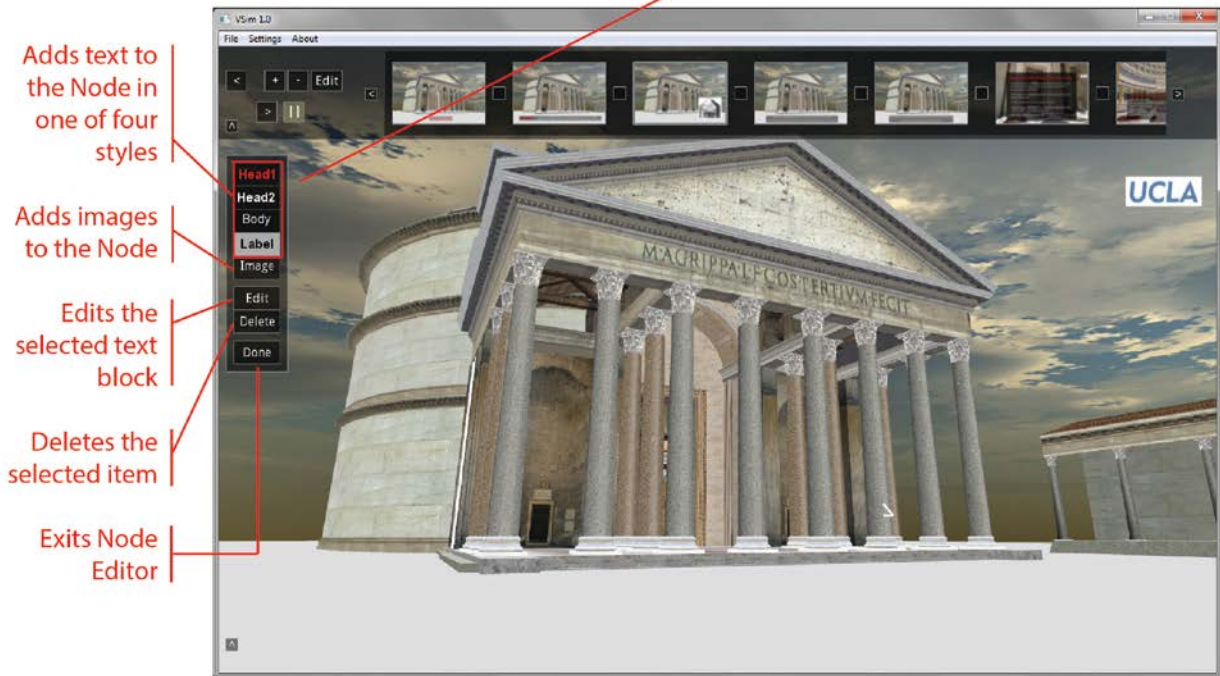
When the boxes in this bar contain thumbnails, the controls govern the **NARRATIVE EDITOR**



Plays or pauses the selected Narrative

VSIm: Navigation

When this bar is visible, only the NODE EDITOR controls are functional



You must 'Export Narrative ...' to save your work!

(Export your narrative periodically to ensure that your most recent changes are saved. Say 'NO' to locking unless you're absolutely sure you want to create a READ ONLY file.)

The bar along the bottom controls any **EMBEDDED RESOURCES (ER)**

Click resource titles once to display description; double click to launch

Hides the ER bar

Adds or deletes resources

Displays all resources so they can be easily managed

Allows the user to filter the resources that are displayed during interaction

Clears filtering (if filtering is on, the background is green)

LOCAL resources are active only when user is near their point of origin

Click to adjust Local/Global display ratio

GLOBAL resources are active at all times during the simulation session

Clicking **SHOW ALL** opens up different ways to manage resources

Options for resource display

Searches against resource title and description fields

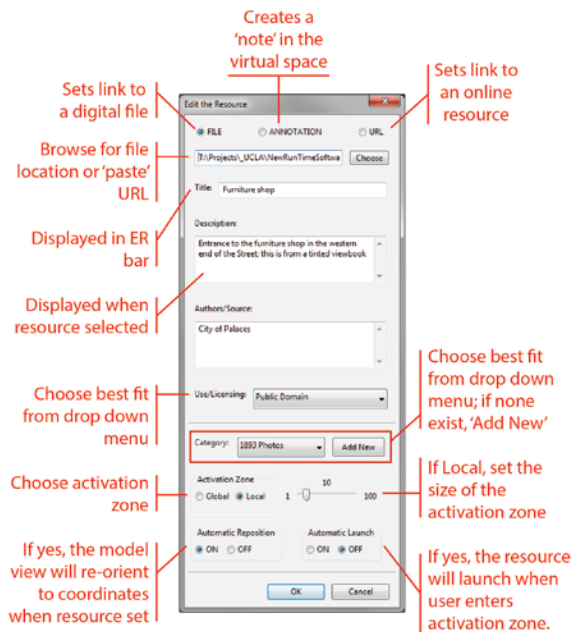
Hides the ER bar

Adds or deletes resources

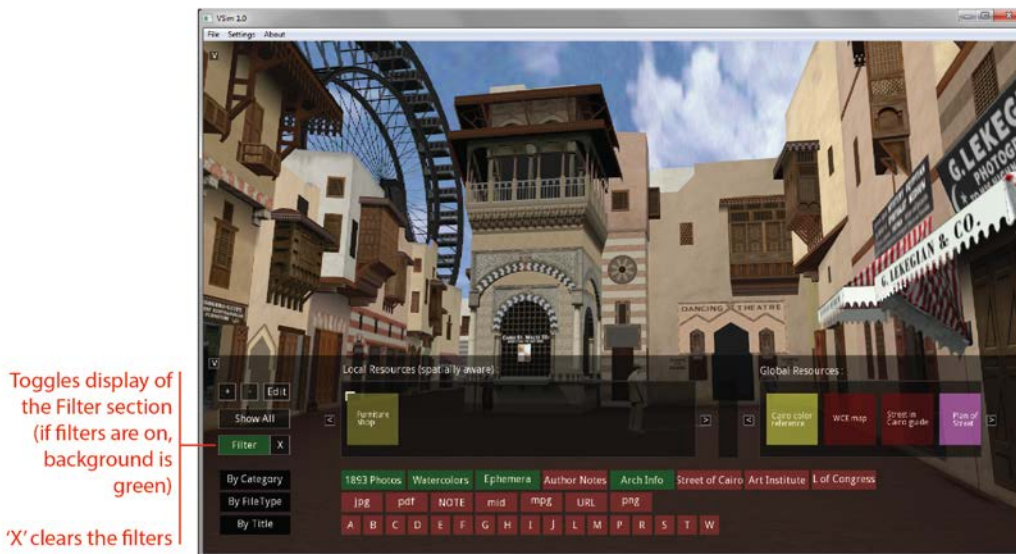
Returns to the primary Embedded Resources bar

Edits the metadata for the selected resource or category

Double click to see all resources



FILTERING controls the resources displayed during interaction



Click resource options to be displayed during interaction

You must 'Export Embedded Resources ...' to save your work!

(Export your embedded resource file periodically to ensure that your most recent changes are saved. Say 'NO' to locking unless you're absolutely sure you want to create a READ ONLY file that only contains annotations and links to web resources.)