



Digital Karnak Publication Prototype/VSim – Users' Guide

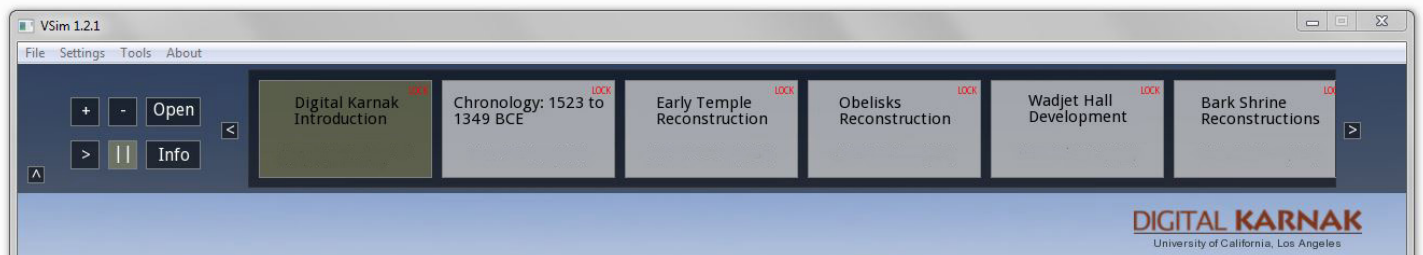
The original Digital Karnak project was funded by the NEH in 2007 and its objective was to produce teaching and learning resources focused on the Egyptian temple complex of Karnak (www.dlib.etc.ucla.edu/projects/Karnak). This publication prototype expands on the Digital Karnak website and was conceived of as an academic experiment to annotate a virtual environment and package it for peer review. The Digital Karnak publication prototype was built with VSim 1.2.1, a generalizable and extensible software interface funded by the NEH that allows real-time exploration of highly detailed, three-dimensional computer models in both formal and informal educational settings.

Interacting with the Digital Karnak publication prototype

The following provides a basic introduction to the Digital Karnak publication prototype, describes the recommended sequence for interacting with the content, and explains the organization of the embedded resources. The Digital Karnak package includes a number of ways for users to interactive with the environment. For first-time users, the following sequence is recommended.

1. Play the Narratives.

The Digital Karnak package includes seven narratives that discuss the history of the site and the reconstruction model, and present spatial arguments about the temple complex. These are visible in the Narrative Player along the top of the simulation window.



- Select each title in turn and press **>** to play the linear narratives.
- Use the 'P' key on the keyboard to pause and play the narrative during playback.
- The narrative bar can be minimized and maximized by clicking the arrow at the upper left of the simulation window.
- Press **Open** to view the keyframes that make up the narratives.
- To open the Time Slider, click 'File -> Time Slider.'
- To change the time slider during the narratives, move the handle to the right or left. (In the example at right, the model will be set to 1495 BCE.)
- Click on the main simulation window after changing the time slider to re-engage with the model.



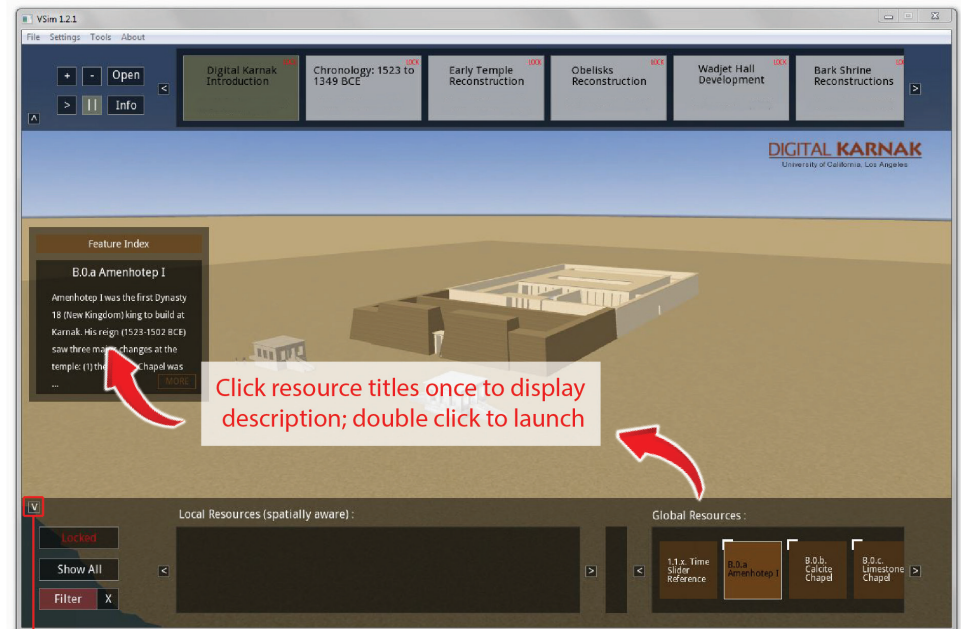
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2. Review the Feature Index.

The major changes illustrated in each of the eight time periods represented in the model are summarized in a Feature Index located in the Global Resources section on the right side of the Embedded Resources bar.

- The Feature Index is synchronized to the Time Slider, so the information displayed will adjust to reflect the time period represented.
- Single click on a resource title to read the text;
- Double click the title to open the target website (if the text includes a URL) and/or re-position to pre-set location (if resource has a white corner).
- The Embedded Resources resource bar can be opened and closed by clicking on the arrow at the bottom left of the simulation window

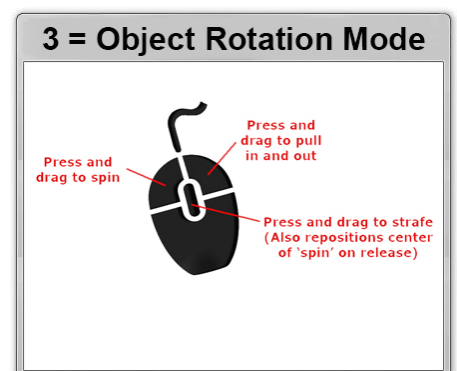
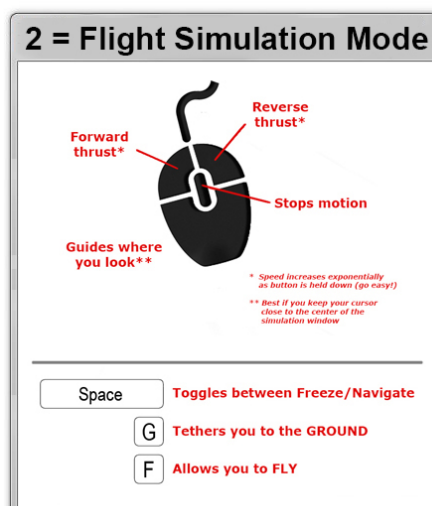
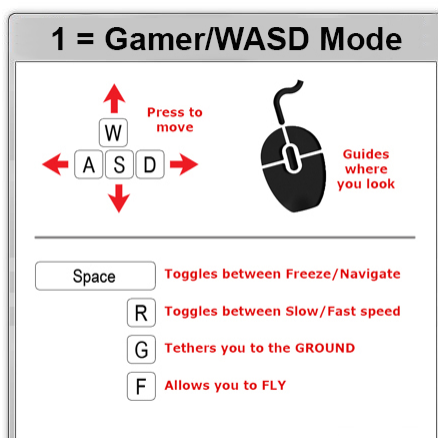


Maximizes and minimizes the ER bar

The Digital Karnak Feature Index are displayed as GLOBAL resources

3. Explore the Digital Karnak model.

VSIM's general navigation tools facilitate real-time interaction with Digital Karnak in gaming/WASD mode ('1' on the keyboard), flight simulation ('2'), or Google Earth-style object rotation ('3').



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During any of these free-form exploration modes, information about the reconstruction model will be made available to you through the Local Resources window along the bottom of the simulation window. These resources are spatially aware, so will provide information based on your proximity to structures and features. Some features have been set to automatically launch. For other resources, single click the title in the embedded resources bar to read the resource; double click the title to launch and/or re-position to align with the resource. (If the resource has a white corner, it will reposition; if it includes a URL, it will link to more information on the Digital Karnak website.)

The screenshot shows the Digital Karnak simulation interface. The main window displays a 3D reconstruction of a temple corridor. Below the main view is a bar for 'Local Resources (spatially aware)' and 'Global Resources'. The 'Local Resources' bar shows several colored buttons: 'B.1.a. Calcite Chapel' (red), 'B.1.b. Calcite Chapel' (red), 'B.1.g. Calcite Chapel' (blue), and 'B.3.1. Middle Kingdom' (green). The 'Global Resources' bar shows buttons for 'B.3.d. Middle Kingdom Court' (red), '1.8. Temple Growth & Change' (purple), '1.5. Phase by Phase NE' (purple), and '1.10. PH by Ph' (purple). A 'Show All' button is located to the left of the 'Local Resources' bar. A 'Filter' button is located below the 'Show All' button. A 'Locked' button is located to the left of the 'Show All' button. A 'V' button is located to the left of the 'Locked' button. A 'Minimizes the ER bar' annotation points to the 'V' button. A 'Displays all resources so they can be easily reviewed' annotation points to the 'Show All' button. A 'Allows you to filter the resources that are displayed during interaction' annotation points to the 'Filter' button. A 'Clears filtering (if filtering is on, the background is green)' annotation points to the 'Filter' button. A 'LOCAL resources are active only when your are near their point of origin' annotation points to the 'Local Resources' bar. A 'Click to adjust Local/-Global display ratio' annotation points to the 'Global Resources' bar. A 'The Digital Karnak Feature Index are displayed as GLOBAL resources' annotation points to the 'Global Resources' bar. An inset window shows a 'Photograph of Amenhotep I Calcite Chapel' with a photo and text.

4. 'Show All' Embedded Resources

The Embedded Resources in the Digital Karnak publication prototype are organized in eight different color-coded categories. Click 'Show All' from the main Embedded Resources bar to see these categories and other options for resource display; double click on the category to explore those specific resources.

