

Virtual Reality Atlas of Immersive Australian Landscapes

FIT Monash Winter Vacation Research Project 2023

Dates: Four weeks from 26 June to 21 July 2023.



Supervisors

Tom Chandler tom.chandler@monash.edu,

<https://research.monash.edu/en/persons/thomas-chandler>

Bernie Jenny bernie.jenny@monash.edu, <http://berniejenny.info/>

Description

You contribute to a project aiming at modelling all prototypical landscapes of Australia and making them available to the public as a novel Virtual Reality Atlas of Immersive Landscapes. This VR atlas will enable the visceral exploration of past, present and future ecosystems under diverse management and climate change scenarios. So far we have created four ecosystems of Victoria. The images on this page show a simulation of a Box Gum Grassy Woodland landscape, which has become very rare. Virtual Reality Atlas of Immersive Landscapes will be an essential proof of concept when applying for further grants. You contribute to modelling and texturing of trees, grass, flowers, and occasional birds or other fauna.

More information: <https://sensilab.monash.edu/research/virtual-ecology/>

360-degree video: <https://youtu.be/XhZ2Nr4wI7Y>

Paper: <https://link.springer.com/article/10.1007/s10980-021-01313-8>

Prerequisites

Third-year computer science student or a related field with experience in Unity and 3D modelling. FIT1033 Foundations of 3D and FIT3169 Immersive Environments are prerequisites. Candidates with an interest in ecosystems, biodiversity and ecology are preferred.

