

mpeg4在虛擬實境群體環境中之應用

許譯升、張隆池

E-mail: 9015636@mail.dyu.edu.tw

摘要

目前在全球資訊網上的虛擬群體溝通環境仍然以2D介面及文字為主，使用者缺少了類似在實際與他人溝通的真實感覺。而虛擬實境正彌補了2D介面的不足。雖然目前亦有利用虛擬實境來建構虛擬溝通的系統，但目前的虛擬實境聊天室多無法利用在虛擬實境中人物化身(AVATAR)的姿勢動作、臉部表情、聲音或是只能利用事先已定義好的簡單動作或表情來和虛擬環境中的其他使用者進行溝通，使得網路的交談仍舊以文字為主，限制使用者的肢體上的互動，降低人們在虛擬實境中的溝通性及使用虛擬實境系統的興趣。本研究希望結合虛擬實境、MPEG-4標準、H-ANIM標準及JAVA語言的特性，開發出一個網路群體互動系統的介面雛形，讓使用者在虛擬環境中除了文字外還能利用化身的身體語言，與其他使用者互動，使得虛擬環境的互動行為更接近實際上的情況。特別是在動作教學的應用上，如跳舞的教學等。希望對於以後在虛擬群體環境之研究及發展應用能有所貢獻。

關鍵詞：虛擬實境、虛擬實境模型語言、MPEG-4、H-ANIM

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