­­­­­­­Order of Images...

1. imageD
2. flowChart
3. imageA
4. imageE
5. aerial\_blurred
6. imageG
7. imageF
8. me
9. imageC
10. imageB

Captions:

* Figure 1: Virtual reconstruction of Pre-Columbian Bolivian Amazonia village in Unreal
* Figure 2: Method for reconstruction
* Figure 3: Realistic, automatic generation of facial expressions for speaking in FaceFX
* Figure 4: Aerial view of Baures from Bing Maps (13°45'41.65"S, 63°19'25.82"W)
* Figure 5: Blurred RGB conversion of aerial view for procedural landscape painting
* Figure 6: Completed landscape with causeways and canals highlighted
* Figure 7: Blueprint code for attempt at redirected walking
* Figure 8: User testing experience with Oculus RIft HMD
* Figure 9: Cooking house furnished with hand-modeled objects and human model
* Figure 10: Residential, round house furnished with appropriate objects and responsive human models

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