



Modeling and Interacting with the Cathedral of St. John the Divine

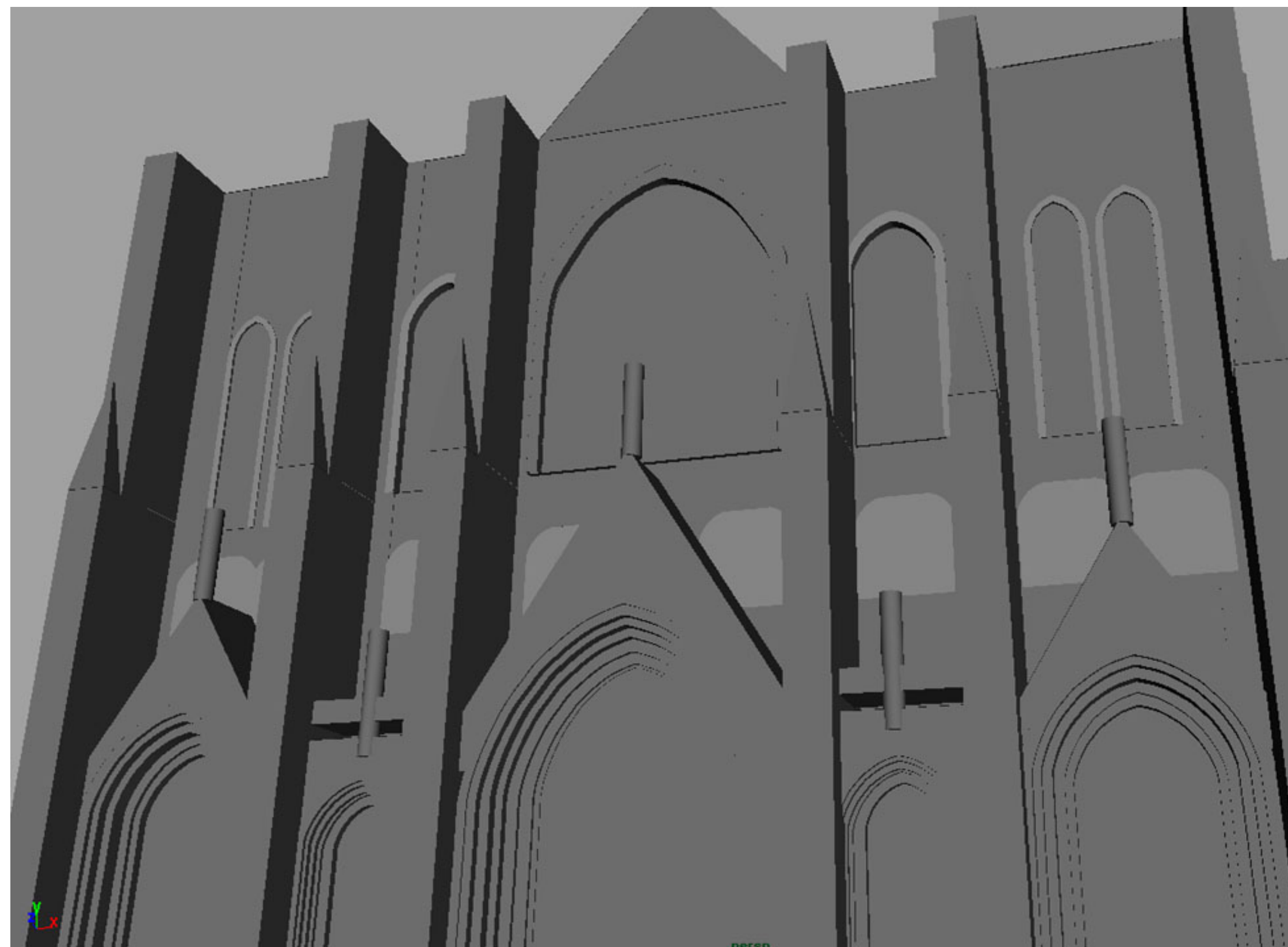
Wensi Connie Shi, Department of Computer Science
wcs2102@cs.columbia.edu



This project aims to transform the Cathedral of St. John the Divine into an interactive and multimedia-enhanced landmark by creating augmented and virtual reality experiences for its visitors. My contributions for this project fall under the following categories:

Modeling the Cathedral of St. John the Divine

A detailed 3D model of the cathedral with texture mapping to create a realistic feel in the virtual reality setting.



3D Model built in Maya© (Top)

Textured Version (Bottom)



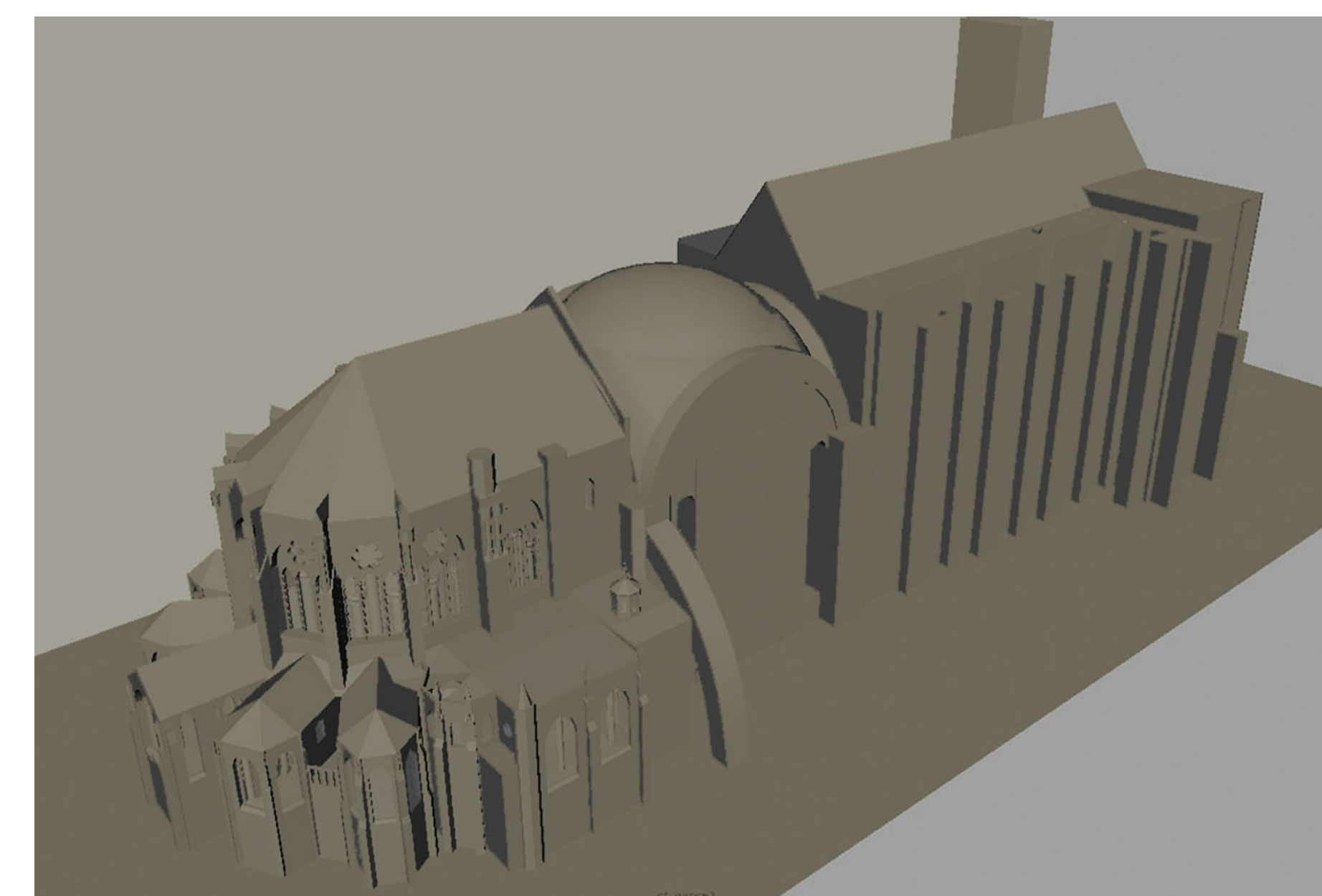
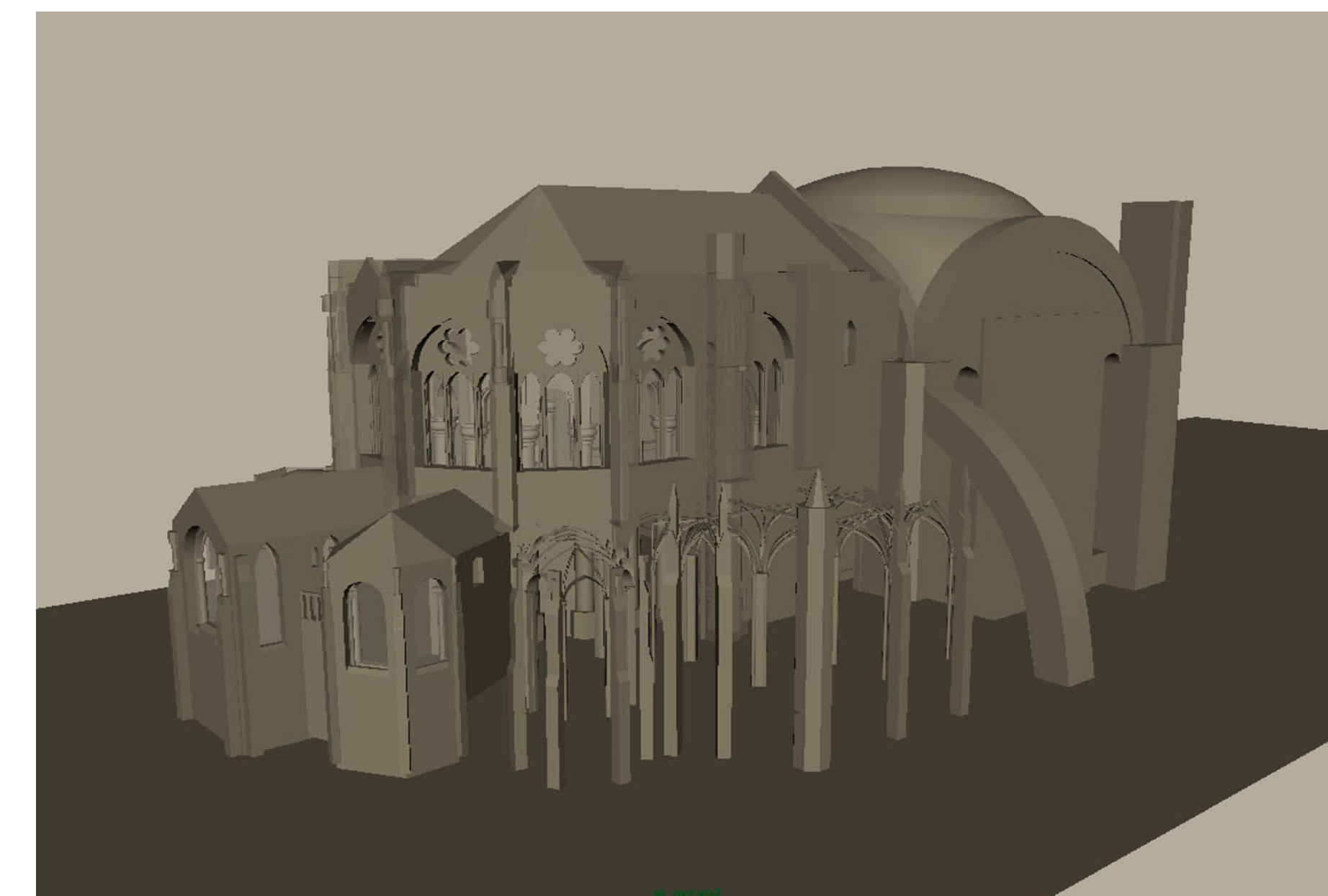
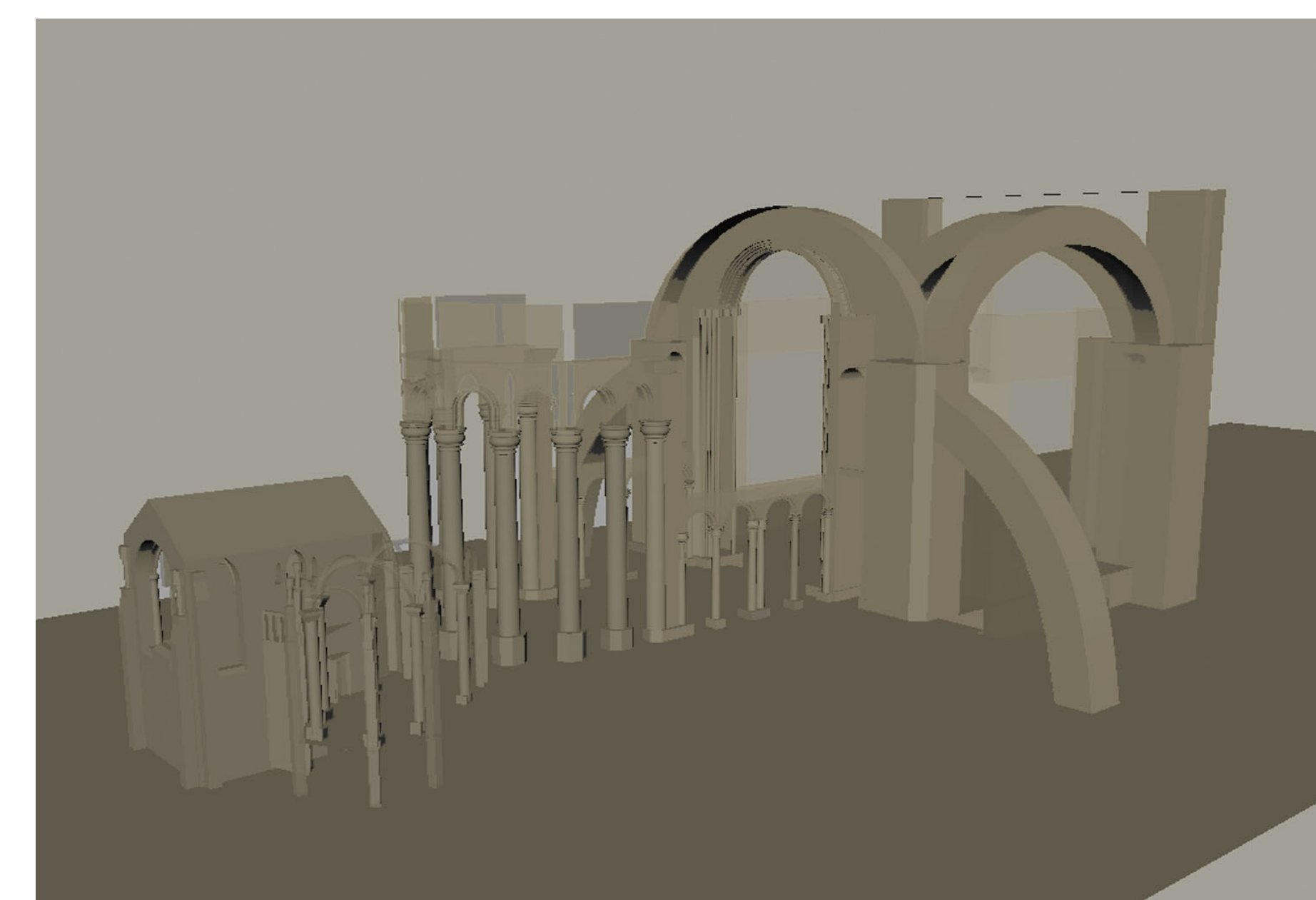
Researching the Cathedral

Compilation of a gallery of images chronicling the history of the cathedral.



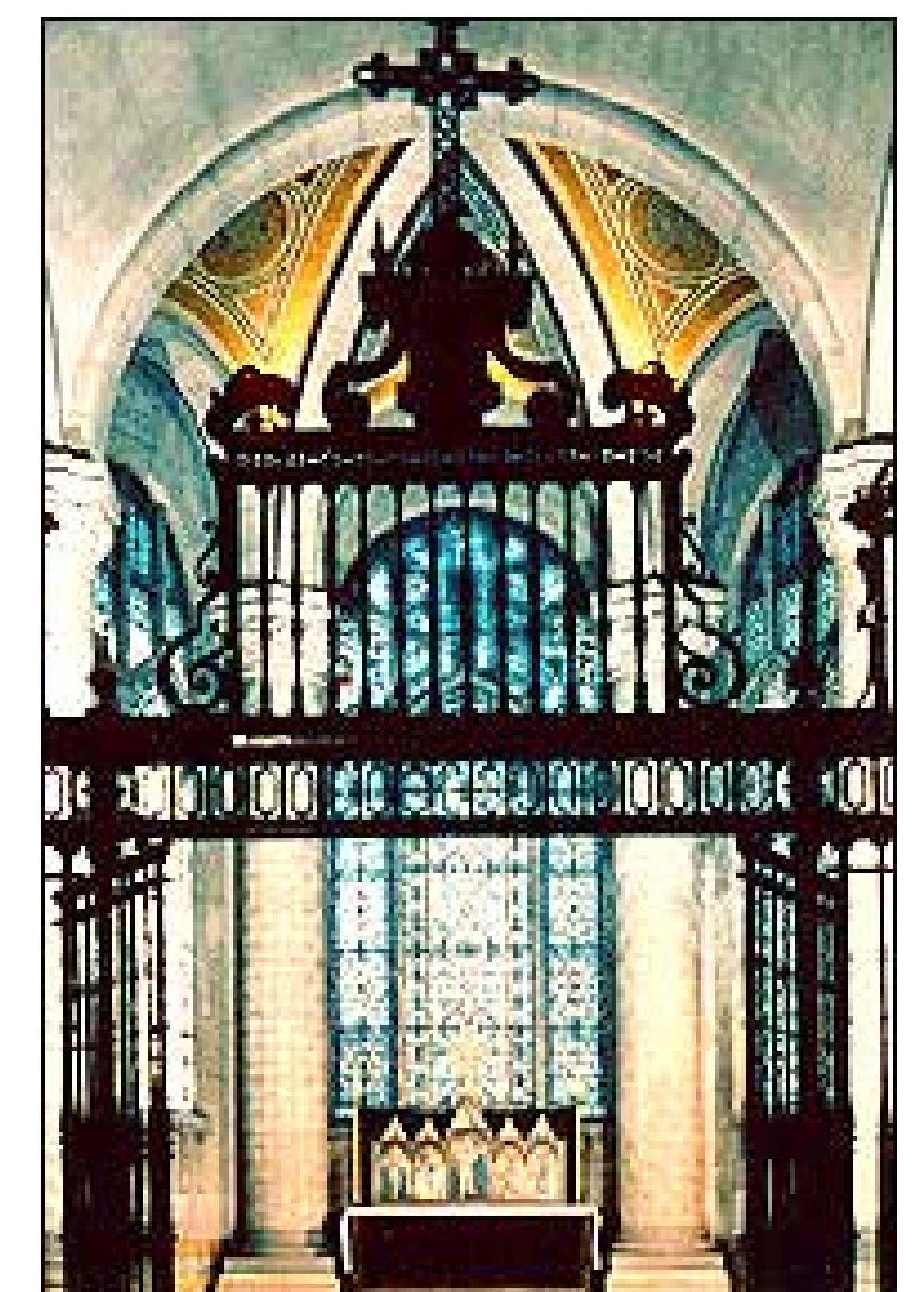
Animating the Cathedral

Animated simulation of cathedral construction from conception to present day.



Telling the story of St. John the Divine

Helped create narrative experiences that tell stories of events that took place on the site.



Chapel of the Tongues (Top)

Portal of Paradise (Bottom)

