Abstract

This paper presents a practical approach for 3D Animated Modules of physics experiments for third 3rd secondary class in Iraqi schools. The performance of the 3D simulation system was built and tested by using object oriented software engineering (OOSE) in evaluating it. 3D computer graphics, imaging system, Modeling, Animation using Autodesk Maya 2014 program and Its algorithms and models are used to implement the 3D vision of the experiments in creating 3D images with very high resolution. The proposed system of 3D animated modules allows simulation for physics experiments in easy and repeatable manner. The newly designed approach can be used in any time such as in home. By using this designed model, the student can easily listen to the lessons of the selected specific subject of physics, uses the mathematical model to test the rules of physics and chooses if he wants to take a simple exam.

References

14. Doug A. Bowman, Ernst Kruijff, Josseph J LaViolla, Jr., Ivan Poupyrev, (2005), 3D User Interfaces Theory

Index Terms

Computer Science
Image Processing

Keywords

3D Simulation (3DS), Virtual Learning Environment (VLE), 3D Movie (3DM), Computer Graphics (CG), Instructional Simulation (IS), MAYA