

multimedia zaal S353

new – video net & screen capture tools

- replay capture suite – applian.com/avscs/index.php
- camtasia – www.techsmith.com/camtasia.asp

These tools are installed to support the new course (**project**) **interactive multimedia**.

target user group(s)

The *multimedia zaal* S353 is primarily meant for students doing practical work for multimedia-related courses or projects, and for courses or presentations related to multimedia. Some students refer to this new facility already as the *multimedia temple*.

beamer & sound There is a 4500 lumen beamer and a 500W Logitech Z 5500 Digital (5-1) surround sound system, with Soundblaster Audigy 2. For using these facilities, contact the helpdesk.

primary users/courses

- multimedia authoring – sept/oct
- intelligent multimedia technology – nov/dec
- multimedia casus – nov/dec/jan
- visual design – februari-april (tbd)
- introduction multimedia – april/may
- computer graphics – oct-dec (?)
- project interactive multimedia – june
- project(s) multimedia / game development – whole year

tbd = to be determined

computers 14 fujitsu siemens scenico P320, AMD64 3400+ MHz, 1G memory, 80 GB serial ATA disk, 6 x USB, XFX Geforce 6600 GT 128 Mb AGP, dual display, 2 LCD monitors

image

recent/request(s)

- flash 8 Pro – www.adobe.com/products/flash
- flex 3 (sdk) – www.adobe.com/products/flex/sdk/
- fcsh – labs.adobe.com/wiki/index.php/Flex_Compiler_Shell
- flex ant tasks – labs.adobe.com/wiki/index.php/Flex_Ant_Tasks
- ant (builder) – ant.apache.org/
- flashdevelop (2.0.2) – www.flashdevelop.org/community/viewforum.php?f=11
- blender – www.blender.org/
- python – www.python.org/ (required by blender)
- xml editor – sourceforge.net/projects/xml-copy-editor/
- cygwin – www.cygwin.com/ (for command-line development)

- XNA – msdn.microsoft.com/xna

As software for online flash games (including 3D and physics) this collection of software (all open source) will be installed (hopefully) september 2007.

software may 2007

- Parallel Graphics VrmIPad – site license
- Alias Maya Complete (5.0 & 6.0) – 10 floating licenses
- 3D Studio Max 7 – 15 floating licenses
- Adobe Photoshop CS – www.adobe.com/products/photoshop
- Adobe Illustrator CS – www.adobe.com/products/illustrator/
- DirectX9c SDK – www.microsoft.com/directx
- CG Toolkit – developer.nvidia.com/object/cg_download.html
- RenderMonkey & SDK – www.ati.com/developer/rendermonkey
- virtools – www.virttools.com
- Half Life 2 SDK – www.valve-erc.com/srcsdk

installed (april 2006)

- LightWave3D (5 lics, dongle) – www.twintek.nl/lightwave.html
- SoftImage/XSI (2 lics, dongle) – www.softimage.com/products/
- Milkshape – www.swissquake.ch/chumbalum-soft/ms3d/download.html
- Wirefusion 4.1 – www.demicron.com

installed – nov 2006

- sketchup – sketchup.google.com/download.html
- google earth – earth.google.com
- delta3d game engine – www.delta3d.org
- amico – amico.sourceforge.net

Both LightWave and SoftImage/XSI is installed on all machines, but need a USB dongle to function. 3DSom and e-on VUE are only available on a limited number of machines.

update(s) Consult any of the following references for updates, workarounds or solutions to problems.

- <http://www.cs.vu.nl/~eliens/multimedia/update.html>

remarks The hardware and software requirements are stated in notitie: *update onderwijs multimedia*.

Send any comments or complaints about malfunctioning or lacking software to eliens@cs.vu.nl

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