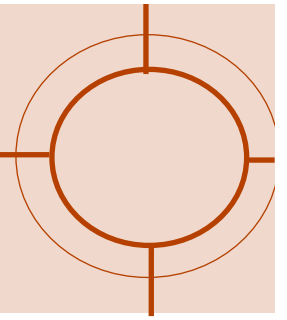


**VIRTUAL CONFERENCE FACILITIES**



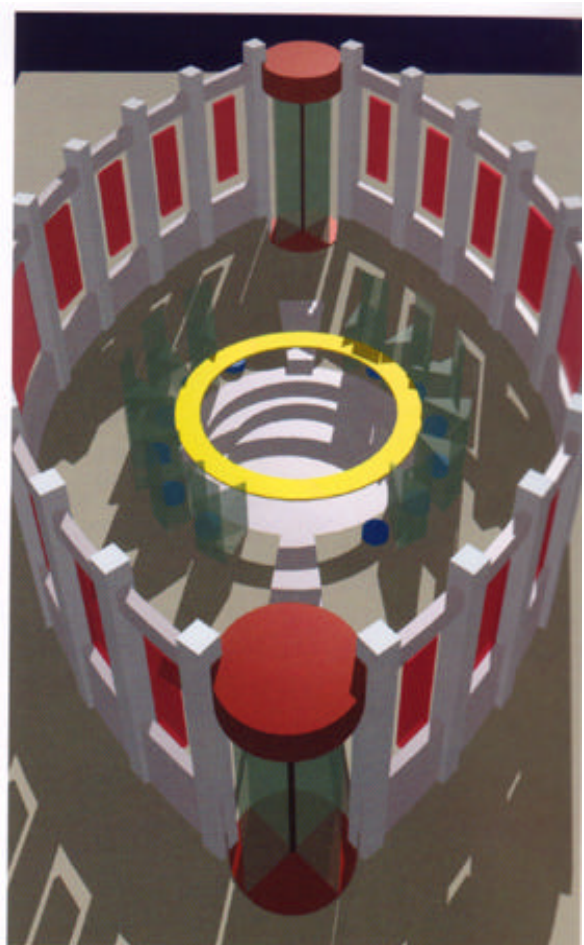
The Virtual Conference Facilities design is part of the Virtual Campus, which comprises several rooms, hallways, and resource areas. The rooms include facilities for slide projection, recording, and softbots. The three-dimensional visualization of the rooms assumes that an avatar can walk or teleport from one place to another. The design style is a derivation of the Virtual Office design, using similar frame-like walls and distinctive activity areas.

The facility has three main rooms: the entrance hall, the conference room, and the practice studio. The use of rooms is determined on the basis of activity and conversation privacy, since the main purpose of the facility is to provide a place for people to meet. A person can hear anyone else in the same room talk but cannot hear someone in another room.

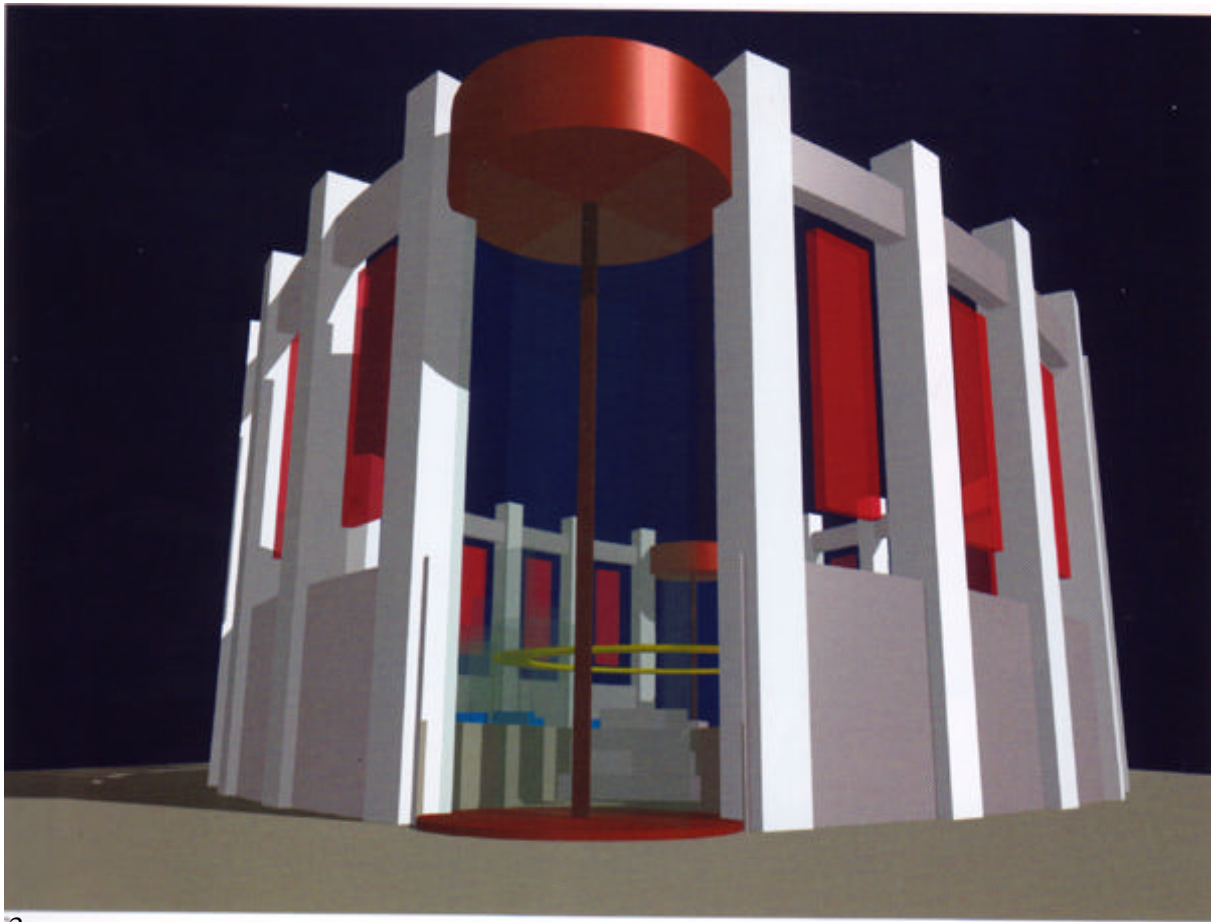
1. Main hall is entrance to entire virtual Campus, one of the frames being entrance to conference room. Receptionist is a conversational robot (or softbot)
2. Conference room has two portals, one at each end; one portal leads to main hall and other to practice studio
3. Each portal is an animated rotating door
4. Conference room has curved frame-like walls that display information about presentations and discussions



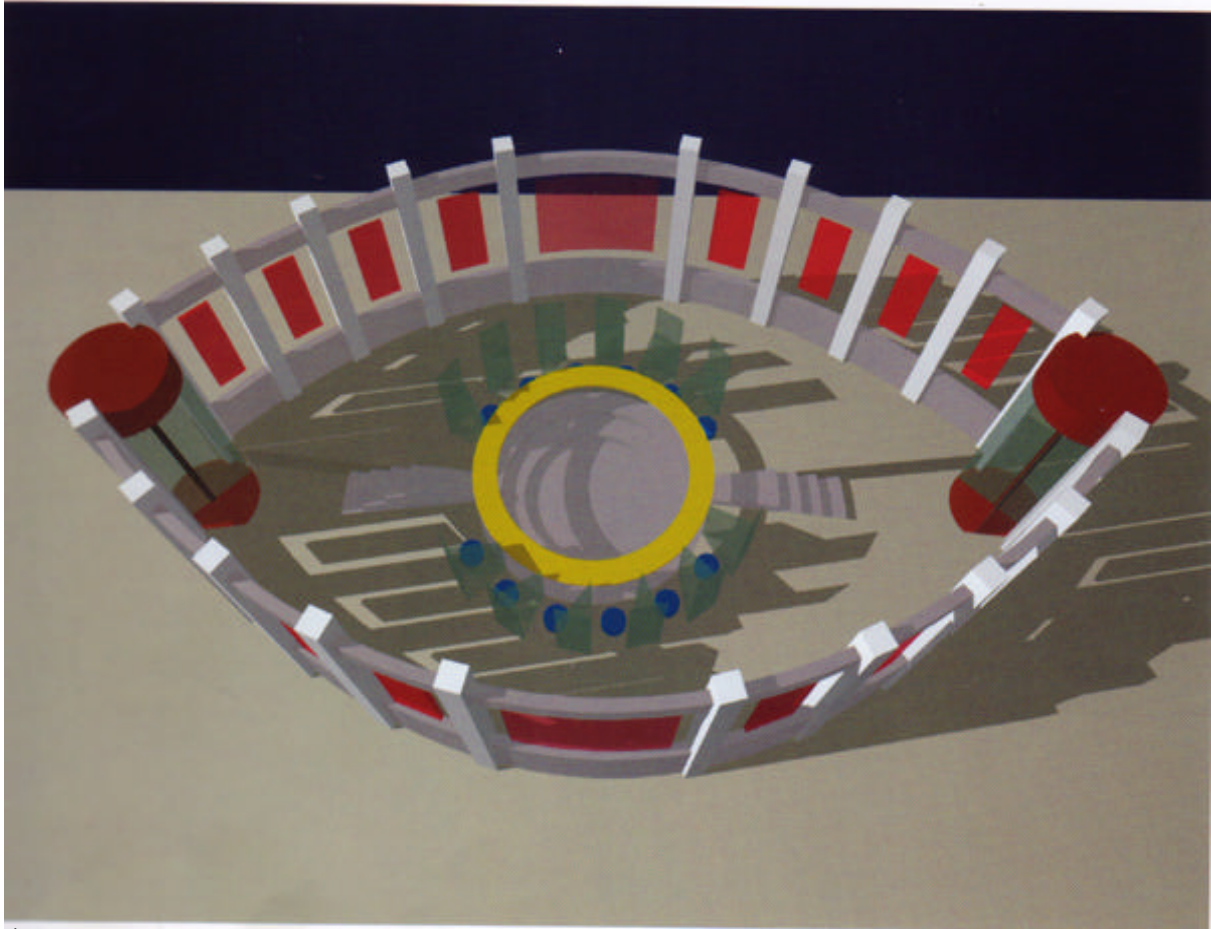
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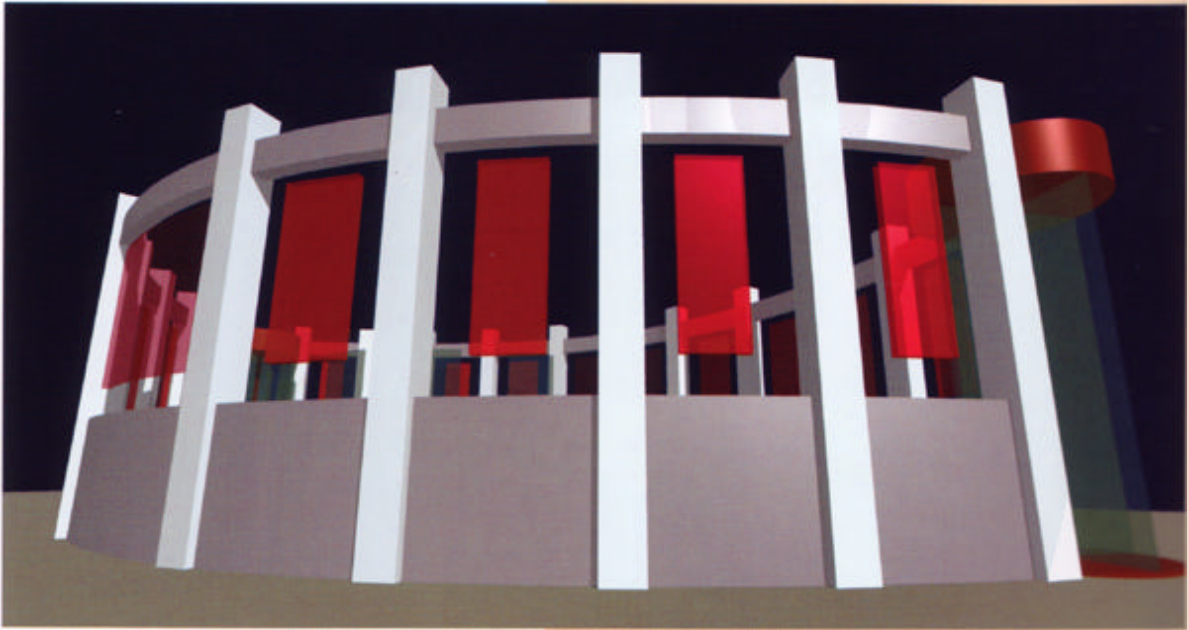
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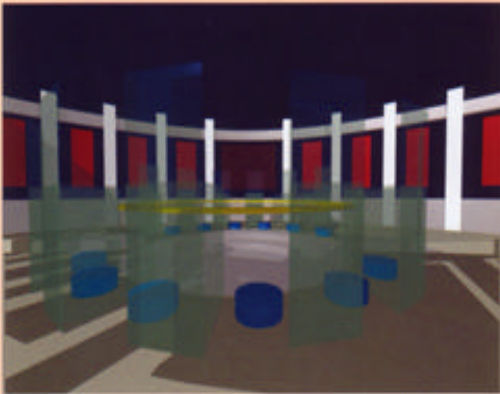


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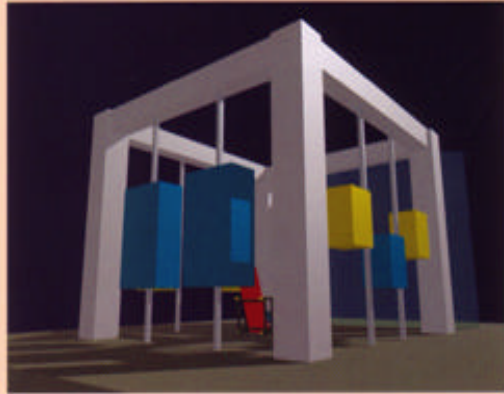
5. Walls in conference room provide access to presentations, papers, discussions, and notices
6. Stairs lead from portal to floating ring to create virtual movement
7. Practice studio is a quiet room for participants to prepare presentations using the virtual slide projector
8. Each person has a separate place indicated by a disk on the floor and a glass panel
9. Cubes forming walls of practice studio represent virtual tools
10. Conference attendees stand around a floating ring to focus discussion and presentation views



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