

## **multimedia zaal S353**

### **new – video net & screen capture tools**

- replay capture suite – [applian.com/avscs/index.php](http://applian.com/avscs/index.php)
- camtasia – [www.techsmith.com/camtasia.asp](http://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](http://www.adobe.com/products/flash)
- flex 3 (sdk) – [www.adobe.com/products/flex/sdk/](http://www.adobe.com/products/flex/sdk/)
- fcsh – [labs.adobe.com/wiki/index.php/Flex\\_Compiler\\_Shell](http://labs.adobe.com/wiki/index.php/Flex_Compiler_Shell)
- flex ant tasks – [labs.adobe.com/wiki/index.php/Flex\\_Ant\\_Tasks](http://labs.adobe.com/wiki/index.php/Flex_Ant_Tasks)
- ant (builder) – [ant.apache.org/](http://ant.apache.org/)
- flashdevelop (2.0.2) – [www.flashdevelop.org/community/viewforum.php?f=11](http://www.flashdevelop.org/community/viewforum.php?f=11)
- blender – [www.blender.org/](http://www.blender.org/)
- python – [www.python.org/](http://www.python.org/) (required by blender)
- xml editor – [sourceforge.net/projects/xml-copy-editor/](http://sourceforge.net/projects/xml-copy-editor/)
- cygwin – [www.cygwin.com/](http://www.cygwin.com/) (for command-line development)

- XNA – [msdn.microsoft.com/xna](http://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](http://www.adobe.com/products/photoshop)
- Adobe Illustrator CS – [www.adobe.com/products/illustrator/](http://www.adobe.com/products/illustrator/)
- DirectX9c SDK – [www.microsoft.com/directx](http://www.microsoft.com/directx)
- CG Toolkit – [developer.nvidia.com/object/cg\\_download.html](http://developer.nvidia.com/object/cg_download.html)
- RenderMonkey & SDK – [www.ati.com/developer/rendermonkey](http://www.ati.com/developer/rendermonkey)
- virtools – [www.virtools.com](http://www.virtools.com)
- Half Life 2 SDK – [www.valve-erc.com/srcsdk](http://www.valve-erc.com/srcsdk)

#### installed (april 2006)

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

#### installed – nov 2006

- sketchup – [sketchup.google.com/download.html](http://sketchup.google.com/download.html)
- google earth – [earth.google.com](http://earth.google.com)
- delta3d game engine – [www.delta3d.org](http://www.delta3d.org)
- amico – [amico.sourceforge.net](http://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](mailto:eliens@cs.vu.nl)

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*A. Eliens*