Architecture of an Authoring System t Support Interactive Contents Creation for Games/E-learning

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Since three-dimensional computer graphics (3D-CG) technology and interaction technology should be applied to e-learning as well as games, it is important that people are able to easily create interactive contents based on 3D-CG even if they are not 3D-CG professionals. In this paper, we proposed a concept for a support system for creating interactive contents. The system runs on MS Windows and uses Direct X as the file format. A content creator, by describing a script using two kinds of script files prepared by the system, can easily create 3D-CG scenes and can also control the interactions between a user and the system. As an example of content creation, we present and explain an interactive content in which a user can enter the virtual Todaiji Temple, built more than one thousand years ago, and through the interactions with computer characters can learn about the many historical events of that time.