

# **A STUDY OF THE 3D MODELING TECHNIQUES AND LIMITED ARTIFICIAL INTELLIGENCE ELEMENTS IN A DEVELOPMENT OF A VIRTUAL PET THAT RUNS ON WINDOWS 95/98**

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## **ABSTRACT**

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This project investigates the various 3D modeling techniques applied in a multimedia production. Upon the study and analysis on appropriate techniques, it will then be implemented in the development of 3D multimedia software. The end product will be in the form of an application of a virtual pet that runs on Windows 95/98, rather than on a web page. This application will contain a pet(s) on the windows desktop area, and interact with other windows on the desktop. The virtual pet will respond to a variety of stimuli (to feed, wash or pet it) chosen by the user through the graphical animation and toolbox found available on the desktop. Responses such as to age, hunger, health and happiness show that this application must incorporate some form of artificial intelligence elements. The virtual pet must be intelligent enough to respond to the stimuli chosen by the user and make objective decisions. This implementation is not purely for entertainment or simulation but promotes love for animals and thus, reduces the issue of animal abuse.