

# **STUDY AND IMPLEMENTATION OF 3D TECHNIQUES IN SIMULATED CAR DRIVING COURSE**

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## **ABSTRACT**

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This special project study project aims to help user understand more about different car handling techniques. Since towards this new millennium, more and more people are accepting 3D concepts. One of the best examples is the Toy Story. With the new trend in this millennium, the author will use 3D modeling techniques and concepts to model and develop a 3D car training system. The author will incorporate different 3D development tools to develop this application. Studio Max is used to model and render 3D car, whilst Morfit World Builder will be used to create virtual 3D world for the 3D car to interact with. Through 3D, users will realistically feel the physics of real car in 3D mode. That is the power of 3D. Users will have to follow instructions provided to successfully control different types of car under different situation. Therefore, this application is very different from any computer games.