The main objective of this project is to explore the capabilities and ease-of-use of the Virtual Reality Modeling Language (VRML) and Java in creating an interactive virtual reality model of buildings and landscape and making the model accessible through the web. Potential applications of this work include real-estate marketing, virtual museum and navigation aid.

For this demonstration, a user can navigate the virtual NTU campus and explore such major buildings as the North Spine, South Spine, Chinese Heritage Centre and Innovation Centre through a VRML browser.