

IMPLEMENTATION OF FRAMEWORK FOR SIMULATION OF SIMULATION FOR VIRTUALIZATION VILD WITH CGI

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Abstract: The framework to make the simulation of the simulation for virtualization, the basic concept is to make the framework which will be easy to handle to Simulate the Simulation process with less CPU utilization basically for a web platform and to achieve this we can make use of the HTML5 technology widely which is supported on all most all platform where the website is supported and is one of the most lightweight technologies that work on low configuration systems which supports HTML5.

I INTRODUCTION

General overview:

key development area in the VILD (Virtualization by Integrated Lightweight Development Tool) the framework implementation which is to make the framework which is easy to implement and lightweight which will proportionally increase the speed of the platform where the Simulation is to be Simulate, and this can be able to implement with the help of web technology and CGI technique which will increase the scope of the framework to work with multiple scripting languages.

Background Overview:

Virtualization is the technique that is widely used now a day in the education system, corporate presentations, defense which provides the clear knowledge of the context of which the Virtualization is being presented but it becomes very difficult to perform Virtualization as it requires very high graphics support and a long time to render or to Simulate the exact context with the help of high configuration system.

which makes it a very heavy and bulky technique they are for only special facilities perform this 3d virtual reality Virtualization for to overcome this problem the new VILD framework uses HTML5 based tools which included the Web architect as following:



Fig 1 :-Web Technology

II METHODOLOGY

The VILD framework is completely based on HTML5 which includes the Custom HTML Tags for virtualization, and to achieve this virtualization capability to create 3d virtual objects, where the scripting languages like Javascript is used to create Geometrical 3D virtual object for the virtualization with the help of HTML5 Canvas which can be used to make different shape and sizes which will act as the 3d mesh object, were as the JS is the OOP based language that supports to make the multiple instances of a single 3d object with different parameters. Which means that a single block of code can be called to represent a different instance of 3d object with different parameters.

To get this capability the entity component model is used to make the variety of functions that will represent the custom HTML tags for performing different drawing abilities to simulate the 3d mesh objects to create the Virtual world as a whole, the javascript is going to have all the definitions of the custom function of the 3d objects for the custom HTML tags and the parameters of the components can be given at the run time while creating the HTML code of the 3d Virtualization in HTML's tags attribute.



Fig:- 2 The architecture of VILD framework

We have seen virtualization require very heavy system mostly the normal personal computers not suitable this, it requires the graphic card.To implement or develop we required the heavy

tools like OpenGL which itself is the complex to use. Only the experts and core developer can develop VR and AR Apps and application. It's complex to understand and build. Most of them have tried to create the application which just gives the experience of virtual reality but the user cannot make the change to their basic structure as per user requirement. But in our system user can make virtualization as per their imagination or their requirement and that too in a very easy manner just like creating the simple web page with Custom HTML tags.

V CONCLUSION

Based on the above topics we can conclude that this is to create virtualization using a lightweight development tool. Even though current technology achieves a very high level, there are still some technical problems and difficulties in current VR to overcome this effective and easy implementation system is processed this user-friendly framework.

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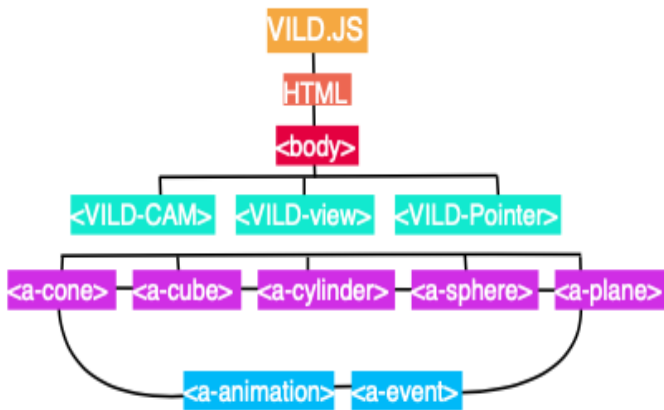


Fig:- 3 VILD Framework custom Tag

Vild tag system helps to create the virtual 3d world in the web based platform entire vild code is written in javascript which is called in html in the body tag where vild-view tag is used to create the body of virtual world and every tag is closed like html this every tag has the attribute like css is used to make the look and feel so it simulates the different operations in VR, this technique helps to make one code for all

platform which supports mac, ios, windows or any other platform mobile or desktop with the same code the responsive nature of HTML helps to get this feature.

III. VILD WITH CGI

Common Gateway Interface (CGI) is used to perform the interface to HTML web platform with the help of different languages which supports CGI, it is mostly used to get the support of logical operation and database for the HTML contains which will help indirectly to vild tags.

IV .DATA AND RESULT

As compared to other traditional VR supportive tools VILD is very light so it helps to improve its speed and its efficiency on lower configuration hardware platform as well the file size is very less as compared to traditional 3d mesh object file and the VILD framework is completely based on HTML tags thus it makes it very easy to implement no new of expert developer anyone with basic knowledge with HTML and learn and understand VILD framework easily which indirectly reduce the complexity.