AGENDA

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Case 21: Creating a LEED and ISO Green World
Joseph Thomas Wunderlich III, PhD

½ Computer Engineer

University of Delaware, College of Engineering
IBM
Purdue University
Penn State Engineering

½ Architect and Urban Designer

Texas
University of California, San Diego
The University of Texas at Austin
California
Joseph John Wunderlich IV

Aspiring Young Architectural Student
Case 1: United Nations Projects by Others
Case 2: Initial Designs
Case 2: Initial Designs
Case 3: Building on Public Servers in Creative Mode
## Case 4: Building on Public Servers in Survival Mode

### Food & materials
- hunted, gathered, crafted

### AI Animal behavior
- Flocking, herding
- Predators, prey
- They reproduce
- They can be tamed

<table>
<thead>
<tr>
<th>Name</th>
<th>Input → Output</th>
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</thead>
<tbody>
<tr>
<td>Workbench</td>
<td><img src="image1" alt="Image" /></td>
<td>Ore Blocks</td>
<td><img src="image2" alt="Image" /></td>
<td>Clay Block</td>
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<tr>
<td>Furnace</td>
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<td>Cloth Block</td>
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<td>Brick Block</td>
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<td>Planks</td>
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<td><img src="image8" alt="Image" /></td>
<td>Axes</td>
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<tr>
<td>Sticks</td>
<td><img src="image10" alt="Image" /></td>
<td>Steps</td>
<td><img src="image11" alt="Image" /></td>
<td>Pickaxes</td>
<td><img src="image12" alt="Image" /></td>
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<tr>
<td>Torches</td>
<td><img src="image13" alt="Image" /></td>
<td>Stairs</td>
<td><img src="image14" alt="Image" /></td>
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<td><img src="image15" alt="Image" /></td>
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<tr>
<td>Chest</td>
<td><img src="image16" alt="Image" /></td>
<td>Snow Block</td>
<td><img src="image17" alt="Image" /></td>
<td>Swords</td>
<td><img src="image18" alt="Image" /></td>
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</table>
Case 5: Building on Public Faction Servers

Is_Nerd joined the game.
<Tso.jin [Member] skye_jacob> joe theirs a enderman on the wall
<i>Tso.jin [Member] Joe.jin> i know
<i>Tso.jin [Member] Joe.jin> im gonna get him with an arrow
<i>Tso.jin [Member] cameronwight> Shh this i my secret bit@D
<i>Tso.jin [Member] cameronwight> Ok
ariellerules26 joined the game.
<i>Tso.jin [Member] cameronwight> Thats the tour
<i>Tso.jin [Member] Joe.jin> k
<i>Tso.jin [Member] cameronwight> Say bye joe
<i>Tso.jin [Member] Joe.jin> byebye
<i>Tso.jin [Member] Joe.jin> take it easy guys
Case 6: Creating a Protected Creative Server

Welcome to TSOJIN server created by Joseph John Wunderlich (Dr.W's son)
Warping to Josephhomedesert.
Unknown command. Type "help" for help.
The time was set to 06:00 or 6:00AM or 0ticks in: world
Warping to Josephcarrier.
You teleported to 'world3a'!
Your game mode has been updated
The time was set to 06:00 or 6:00AM or 0ticks in: world3
Killed 103 mobs.
Block changes at 286:63:-605 in world3:
12-07 22:24:51 1e2e created sandstone
08-22 11:08:29 sunshine345 destroyed iron block
08-22 11:08:28 sunshine345 created iron block
Block changes at 286:63:-605 in world3:
12-07 22:24:51 1e2e created sandstone
08-22 11:08:29 sunshine345 destroyed iron block
08-22 11:08:28 sunshine345 created iron block
/lb rollback player 1e2e area 10_
Case 7: Creating a Protected Survival world
Case 8: Creating Sustainable Towns  (College Freshmen)

**ACTIVE SOLAR**: Creatively angle solar panels towards the sun

**NATURAL DAY-LIGHTING**: Maximize sunlight while not overheating house

**MITIGATE COLD NORTHERN WIND**: but consider day-lighting and views

**COMMUNITY GARDEN**: of eatable plants -- till/hoe ground, irrigate, and fertilize
   Plant carrots, potatoes, etc.

**COMMUNITY LIVESTOCK**: Create animal pens & shelters; breed animals for meat and milk

**ARCHITECTURAL ESTHETIC**: -- livable and esthetic on interior and exterior –and complimentary to all else in village

**URBAN DESIGN and CITY PLANNING**: Create PATHS, NODES, EDGES, GATEWAYS, and DISTRICTS including piazza’s, a central market, a central park, etc.

**WELLNESS CENTER**: designate a large lot to be used by visiting high-school students to build a Wellness Center in your town *(with indoor pool, large activity room, and lockers)*

**EXTRA CREDIT**: Make something electromechanical with circuits and logic gates.
Case 8: Creating Sustainable Towns (College Freshmen)
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Case 10: Creating a Digital-Circuit Design World
Case 11: Creating a Multi-World Server
Case 11: Creating a Multi-World Server

Wunderlich “Tsojin” Server

For a more powerful server, a “BUKKIT” server mod “CRAFTBUKKIT” used to allow:

1. **PLAYER RANKING;** Ours are: *Guest, Builder, Architect, Master, Admin, and Grandmaster* -- each having many accumulated commands. Bukkit plug-ins “ESSENTIALS,” “PERMISSIONS,” “CHAT,” and “GROUPMANAGER” were configured.

2. **SQL DATABASE SERVER** and plug-in “LOGBLOCK” for logging player activity to allow rolling-back of “griefing” (destruction or construction by un-invited or misbehaving players). The initial release of Tsojin Server was public. Unfortunately, due to griefing (including organized griefing teams), Tsojin was made private.

3. **MULTI-WORLD plug-in** to allow concurrent worlds (and teleportation & gateways between). Tsojin has six worlds.

4. **Many other plug-ins** (foul-language censorship, establishing monetary systems, allowing aircraft and vehicles to move, locking tool chests, sign-posting, etc.).
Case 11: Creating a Multi-World Server

- Main World
- Survival World
- Digital Design World
- FYSworld (four GREEN towns)
- Two private worlds
Case 11: Creating a Multi-World Server

- Main World

All players initially enter in town-center in Main World
Case 11: Creating a Multi-World Server

- Main World

All players initially enter in town-center in Main World
Case 11: Creating a Multi-World Server

- Main World

They're then directed to bulletin board building and various portals to other worlds
Case 11: Creating a Multi-World Server

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Portals to other worlds
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Case 15: Group-build of Engineering Center in Two Hours

ENGINEERING 280 “Engineering Research”
ENGINEERING 332 “Computer Organization & Architecture”
ENGINEERING 343 “Green Architectural Engineering”
PHILOSOPHY 275 “Science and Values”
FIRST YEAR SEMINAR 100 “Scientific Modeling for Sport”
Case 15: Group-build of Engineering Center in Two Hours

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Case 16: Visit to Australian Architectural Server

[Bot] Check our website out! http://creationbaymc.com

Medievalist Zioka: “I need negative attention because my parents suck at giving me any since I was baby.” Waahh

Journeyman Hunches: I hate the sphere tree looking build
After J. Wunderlich and son visited Japan in 2013
After J. Wunderlich and son visited Japan in 2013
Case 17: Creating a Japanese Group-Harmony Server

After J. Wunderlich and son visited Japan in 2013

DISTRICTS — Tranquil retreats
Case 17: Creating a Japanese Group-Harmony Server

After J. Wunderlich and son visited Japan in 2013

DISTRICTS – Tranquil retreats
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After J. Wunderlich and son visited Japan in 2013

PATHS - Channel
water
Case 17: Creating a Japanese Group-Harmony Server

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PATHS - Channel
water
Case 17: Creating a Japanese Group-Harmony Server

After J. Wunderlich and son visited Japan in 2013

PATHS - Channel
people on water
Case 17: Creating a Japanese Group-Harmony Server

After J. Wunderlich and son visited Japan in 2013

PATHS - Channel people on land
After J. Wunderlich and son visited Japan in 2013

PATHS - Channel
people on land
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After J. Wunderlich and son visited Japan in 2013

PATHS and EDGES – Gateways
Case 17: Creating a Japanese Group-Harmony Server

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PATHS and EDGES – Gateways
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NODES – Gathering people
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NODES – Gathering people
Case 17: Creating a Japanese Group-Harmony Server

After J. Wunderlich and son visited Japan in 2013

NODES –
Gathering people
Case 18: Creating Four Japanese Towns (College Freshmen)

- Build a late-1800’s Japanese town and home including:
  - PASSIVE SOLAR
  - THERMAL MASS
  - NATURAL DAY-LIGHTING
  - MITIGATED NORTHERN WIND
  - ARCHITECTURAL ESTHETIC

**URBAN DESIGN:** Create PATHS, NODES, EDGES, GATEWAYS, and DISTRICTS including a central market, central park with Japanese garden, community garden of eatable plants (till, irrigate, plant carrots, potatoes, seeds, etc, and fertilize), Livestock in animal pens (breed for eating and producing milk)

**WELLNESS CENTER:** designate a large lot to be used by visiting high-school students to build a Wellness Center in your town (MEDITATION ROOM, TRANQUILITY POOL, AND JAPANESE GARDEN)

**GROUP HARMONY:** Architecture must be complimentary to all else in village, and to group harmony (“Wa”) of the village

**PRIVATE SPACE:** Build a private Japanese garden with a pond
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