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The project has been featured on AikiWeb.com, YouTube, and in several articles by major martial arts news sources. The project is focused on the use of 3D modeling and programming to construct a 3D model of a real world object, based on the movements and forces applied by a real world Aikido practitioner. The resulting model then takes the form of a virtual world, as an aikido practice tool. The goal of Aikido3D is to make aikido training more realistic and interactive, offering many more training choices. The model takes advantage of modern 3D graphics engines, the "C4D" engine from Sony Computer Entertainment, the "Blender" 3D modeling software, and the "WinAVI" video capture and playback utility. The model currently uses the "C4D" engine, but a variety of other engines may be used in the future. The images for the current model were provided by an actual Aikido student, but the model itself is created by an individual student in the studio. From 2003 to 2005, this model served as a reference for the creation of the Aikido3D website, and in 2004, the model was submitted for the AikiWeb World Champion Award. Aikido3D is evolving, but currently has 4 training modes, which are: Sensing - is a naturalistic approach to the art, simulating the aikido student training with a real world partner. The student moves through a real world scenario in real time, and the movements of the student and partner are recorded, using the WinAVI utility. The student then re-enacts the training with the virtual partner. Punching/Block - is a realistic approach to the art, simulating the aikido student training with a virtual partner. This is similar to the "Sensing" approach, but has the additional capability of allowing the student to "punch" or "block" the virtual opponent, to demonstrate important concepts like Tai Chi chuan, Goju Ryu, and other grappling styles. Arm and Hand Fighting - is a realistic approach to the art, simulating the aikido student training with a virtual partner. This is similar to the "Sensing" approach, but includes the capability of allowing the student to "block" or "throw" 82157476af

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