



3D Graphics Programming with QuickDraw 3D



Background and Market Position

Fábio Pettinati
Three-Dimensional Manager
Apple Computer, Inc.

**3D Graphics Programming
with QuickDraw 3D**



API Architecture Overview

Pablo Fernicola
QuickDraw 3D Architect
Apple Computer, Inc.

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**Geometry Picking and Plug-in
Architecture Overview**

Robert Dierkes
QuickDraw 3D Engineer, Quality Lead
Apple Computer, Inc.

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**User Interface Tools
for QuickDraw 3D**

Richard Lawler
User Interface Development Lead
Apple Computer, Inc.

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**File Format, Extensibility and
Multi-platform Support**

Philip Schneider
QuickDraw 3D Geometry Engineer
Apple Computer, Inc.