Welcome to

Scene Modeling Tools in Open Inventor

Demo Course

Sponsored by

Portable Graphics Inc

Abstract

Open Inventor is a high-level cross-platform object-oriented 3-D interactive graphics and animation toolkit. This course covers necessary knowledge for creating and organizing scenes and objects in Open Inventor, including scene graph organization, shapes, properties, groups, lights, cameras, textures, Windows interfacing, VRML, and release 2.1 extensions. Basic concepts will be anchored with demonstrations programs which execute on one screen whild attendees examine associated source code on another.

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Speakers

- Chris Buckalew
  - buckalew@calpoly.edu (805) 756-1392
  - Computer Science Dept, Cal Poly State University
    San Luis Obispo, CA 93407
- John Readey
  - jlr@portable.com (512) 719-8000
  - Portable Graphics Inc, 3006 Longhorn Blvd Suite 105
    Austin, TX 78758
- Lew Hitchner
  - hitchner@phoenix.calpoly.edu (805) 756-2824
  - Computer Science Dept, Cal Poly State University
    San Luis Obispo, CA 93407

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Speaker Info

- **Chris Buckalew, Associate Professor**

  Chris Buckalew is an Associate Professor of Computer Science at Cal Poly State University in San Luis Obispo. H received his Ph.D. in 1990 from the University of Texas. His research interests include photorealistic image synthesis and scientific visualization.

  Dr. Buckalew's dissertation work was published in SIGGRAPH '89, and he ahs also published several articles on realistic image synthesis, scientific visualization, and computer-assisted lecture systems. He is currently engaged in building the undergraduate Computer Graphics program at Cal Poly, for which work he has received five consecutive annucal Outstanding Professor awards, voted on by the students.

- **John Readey, Product Manager**

  John Readey is the Open Inventor Product Manager at Portable Graphics Inc. He graduated from Ohio State University in 1989 with a M.S. degree in Computer Science. He spent the next five years at IBM where he developed IrisGl, and OpenGL software for the RS/6000. Since moving over to PGI in 1994, he has been engaged in Open Inventor porting issues, Inventor extensions, and VRML.

- **Lewis E. Hitchner, Lecturer**

  Dr. Hitchner obtained the Ph.D. degree from the University of Utah where he did research in 3D digital image processing and computer graphics. He was a faculty member in Computer Science at UC Santa Cruz for five years, and he is currently a lecturer in the Computer Science Department at California Polytechnic State University. His research and industrial employment includes four years Virtual Reality research at NASA Ames Research Center, two years in R&D for Xtensory Inc., and Sterling Software, Inc., and VR software development consulting for Sense8 Corp. Recently he has designed and taught technical training courses in VR software for Sense8 Corp. He is also the editor and author of 'The Virtual Software Report' published by the VR NEWS of London, UK.

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Participant Background

- Knowledge of C or C++
- Basic computer graphics knowledge
- No graphics package or toolkit experience necessary