

Welcome to
**Programming Animation
and Interaction in
Open Inventor**

Demo Course

Sponsored by
Portable Graphics Inc



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Abstract

Open Inventor is a high-level cross-platform object-oriented 3-D interactive graphics and animation toolkit. This course covers necessary knowledge for programming animation and interaction in Open Inventor, including sensors, engines, manipulators, events, Windows interfacing, and performance optimization. Basic concepts will be anchored with demonstration programs which execute on one screen while attendees examine associated source code on another.



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Speakers

- **Chris Buckalew**

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- Computer Science Dept, Cal Poly State University
San Luis Obispo, CA 93407

- **John Readey**

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- Portable Graphics Inc, 3006 Longhorn Blvd Suite 105
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- **Lew Hitchner**

- hitchner@phoenix.calpoly.edu (805) 756-2824
- Computer Science Dept, Cal Poly State University
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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. He 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 has 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 annual 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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Table of Contents

- Introduction (Chris Buckalew)
- Sensors (Chris Buckalew)
- Engines (Chris Buckalew)
- Nodekits (Lew Hitchner)
- Dragers and Manipulators (Lew Hitchner)
- Cool Nodes and other topics (Chris Buckalew)
- Event Handling (John Readey)
- Interfacing to the Windowing System (John Readey)
- Optimization (John Readey)
- The Future of Open Inventor (SGI)



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Participant Background

- Knowledge of C or C++
- Basic computer graphics knowledge
- Some knowledge of Open Inventor: nodes, scene graph organization, properties, traversal, etc.

Introduction



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