

SIGGRAPH 97

24TH INTERNATIONAL CONFERENCE
ON COMPUTER GRAPHICS
AND INTERACTIVE TECHNIQUES

C O U R S E N O T E S



Design and Application of Object-Oriented 3D Visualization Systems

ORGANIZER

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Los Angeles Convention Center
Los Angeles, California USA

Course 7

Design and Application of Object-Oriented 3D Visualization Systems

Sunday | Half Day | Intermediate

3D graphics and object-oriented systems have emerged as premier technologies to create flexible, extensible, and intuitive software applications. This course demonstrates how to design applications to take advantage of object-oriented techniques and methods in 3D graphics and visualization.

Who Should Attend

Users, developers, and researchers of 3D graphics and visualization systems, or practitioners who want to employ graphics and visualization in their own applications.

Lecturers

Ken Martin

General Electric Corporate R&D Center

Tom Citriniti

Rensselaer Polytechnic Institute

Bill Lorensen

Ken Martin

General Electric Corporate R&D Center

Tamara Munzner

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Contents

- Survey of Visualization System
- Object Oriented Visualization (systems vs toolkits)
- Design Issues (data handling, performance)
- OO Design Issues (scene graph vs OO)
- Make Your Own Visible Woman
- An OO/SceneGraph Hybrid (paper)
- Design of OO Visualization Toolkit (paper)
- Creating Models From Segmented Images (html)
- VTK and Renderman (html)