28 Authoring Compelling and Efficient VRML 2.0 Worlds

Conference 3 8 August 1997
Exhib on 5 7 August 1997

SIGGRAPH
LOS ANGELES

Los Angeles Convention Center

Los Angeles California USA

COURSE NOTES

28 Authoring Compelling and Efficient VRML 2.0 Worlds

ORGANIZER

David Story
Silicon Graphics Inc

LECTURERS

David Marsland
David Story
Silicon Graphics Inc

Delle Maxwell
Independent Computer Graphic Designer

Conference 3 8 August 1997

Exhibition 5 7 August 1997

SIGGRAPH

LOS ANGELES

Los Angeles Convention Center   Los Angeles California USA

Course Overview

The course will be organized as follows

- **Introduction** (20 minutes) *David Story*
- **Measuring for Performance, Part I** (30 minutes) *David Story*
- **Low-Polygon Count Modeling** (30 minutes) *Delle Maxwell*
- Break (30 minutes)
- **Measuring for Performance, Part II** (30 minutes) *David Story*
- **Efficient Appearance Application** (30 minutes) *Delle Maxwell*
- **Optimal Scene Structure** (30 minutes) *David Story*
- Lunch (60 minutes)
- **Efficient Animation** (30 minutes) *Delle Maxwell*
- **Inexpensive Sound** (30 minutes) *David Marsland*
- **Navigation** (30 minutes) *David Marsland*
- Break (30 minutes)
- **Reaction and Interaction** (30 minutes) *David Story*
- **Conclusion** (20 minutes) *David Story*

Introduction

Course Assumptions

- You know what most VRML Nodes do
    - O If you don't, please ask
- You already have a production process, or can use our steps
    - O If you don t, try looking at http //vrml sgi com/experts/
- You know whether VRML 2 is appropriate for your project
- Your target platform is a stock PC'

- We can't teach you artistic sense, but we can give you tools
- We also assume you are using mixed media in your project (HTML, JavaScript, Java)
    - O But we won't discuss mixed media requirements