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Authoring Compelling and Efficient VRML97 Worlds

Organizer

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Lecturers

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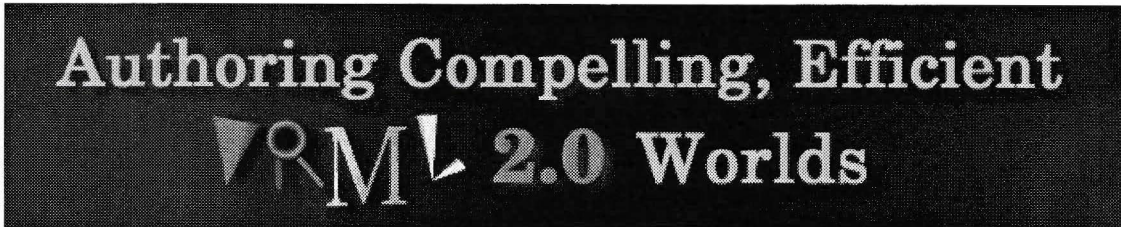
Orlando, Florida USA

course notes

Authoring Compelling, Efficient VRML 2.0 Worlds

*David Story
Delle Maxwell*





Introduction

David Story



Course Overview

- **Introduction** (10 minutes) *David Story*
- **Low-Polygon Count Modeling** (20 minutes) *Delle Maxwell*
- **Performance Optimization** (30 minutes) *David Story*
- **Appearance: Materials and Textures** (20 minutes) *Delle Maxwell*
- **Inexpensive Sound** (15 minutes) *David Story*
- **Break** (20 minutes)
- **Navigation** (25 minutes) *David Story*
- **Efficient Animation** (20 minutes) *Delle Maxwell*
- **Reaction and Interaction** (40 minutes) *David Story*
- **Conclusion** (10 minutes) *David Story*

Course Assumptions

- You know what most VRML Nodes do
 - If you don't, please ask
- You already have a production process, or can use our steps
 - If you don't, try looking at <http://vrm1.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)
 - But we won't discuss mixed media requirements