




## Course Outline - Part 1

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- Introduction
- Part 1 - JAI and Java 2D Imaging Basics
  - Introduction to JAI Features
  - Imaging in Java - the AWT and Java 2D APIs
  - Fundamental Java 2D image classes
  - Fundamental JAI image classes
  - Other fundamental JAI classes
  - Instantiating a JAI operation

Speakers: Dan Rice and Thomas DeWeese

Time: 1:30-2:00



Section 0, slide 4



## Course Outline - Part 2

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- Part 2 - Working with Rendered images and properties
  - The `RenderedImage` interface
  - Rendered image semantics
  - Importing an image
  - Displaying an image
  - Performing an operation on an image
  - Writing a new Rendered operation
  - Adding properties to images
  - Managing image properties

Speaker: Dan Rice

Time: 2:00-2:45



Section 0, slide 5



## Course Outline - Part 3

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- **Part 3 - Working with Renderable images**
  - **Renderable image semantics**
  - **The `RenderableImage` interface**
  - **Building renderable chains**
  - **Rendering a chain**
  - **Editing a chain**
  - **Writing a new Renderable operation**

**Speaker: Thomas DeWeese**

**Time: 2:50-3:30**

Section 0, slide 6



## Course Outline - Part 4

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- **Part 4 - Working with Remote images**
  - **Remote image sources**
  - **Overview of networking concepts in the Java platform**
  - **The `RemoteImage` interface**
  - **Using the Image I/O package**

**Speaker: Dan Rice**

**Time: 3:35-4:05**

Section 0, slide 7




## Course Outline - Part 5

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- **Part 5 - Writing a JAI application**
  - **Setting up the JAI runtime environment**
  - **Integrating with the Swing toolkit**
  - **Integrating with browsers**
  - **An inside look at a JAI application**

**Speaker: Thomas DeWeese**

**Time: 4:10-5:00**



Section 0, slide 8



## Caveats

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- **These notes are based on the JAI Beta release (4/99)**
- **APIs may have changed since then based on user feedback**
- **Image I/O classes *will* undergo significant changes**



Section 0, slide 9