Alice is a development environment for creating interesting and interactive 3D worlds. It is designed for ease of learning and use by non-engineering high school and undergraduate students.

The typical state of the art in interactive 3D graphics development environ- ments requires the author to know a high-level programming language such as C or C++, and to understand fairly high-level mathematical con- cepts like linear algebra and the behavior of 4x4 homogeneous transfor- mation matrices. The goal of the Alice project is to lower these stiff entry requirements by providing an easy-to-learn toolkit and a set of powerful abstractions that cover a wide variety of interactions and behaviors across a broad range of 3D graphics application domains.

This latest version of Alice runs on Pentium PCs. It offers attendees the chance to gain some hands-on experience with the development environ- ment, build their own worlds, and try their hands at both desktop and vir- tual reality applications built with Alice.

Alice is available free for Windows 95 platforms from:
http://alice.virginia.edu
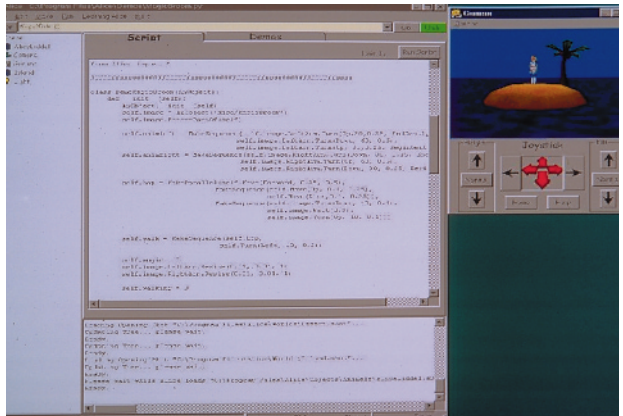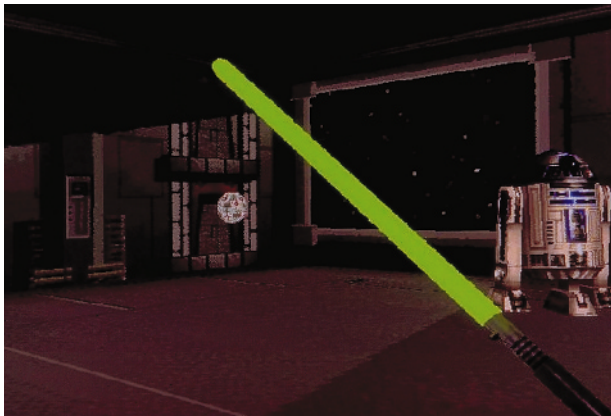
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