

SE564 Final Exercise

Hands-on Experience with a Computer Graphics Software Tool

Select a Computer Graphics or CAD tool, and use it to construct an object or animation of interest to you.

Show your work to the class.

Here are some possible tools:

HTML	Building web pages is Computer Graphics, with an emphasis on 2D design.
VRML	3D object in a web-based environment
XML	Same as above, but more modern

AutoCAD	Market leader for CAD design
3D Studio	AutoCAD tools in a 3D animation environment.

Mac3D	As the name says, 3D objects on the Mac
Gerbils!	3D game-like tool from MacOS
RB2Swivel	The original VR toolkit from VPL
Super 3D	Another 3D product
Virtus Walkthrough	For building 3D environments and the touring them.

Alias, Wavefront, SoftImage	High end animation and 3D design tools
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Director	3D animation is a scripting environment. High end design.
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Sketch!, Photoshop, Freehand, DesignerDraw, MacDraw, KidPix	All are drawing programs, which is also Computer Graphics.
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Illustrator, SuperPaint, Deneba Canvas, MacPaint, Pixel Paint	All are painting/drawing tools
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Word	Are ascii-grams Computer Graphics?
Excel	Use the cells for pixel-like art, with surprising results

Write-your-own	This is surprisingly easy to do. All you need access to is a DrawLine function, and the matrix package distributed in class.
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My tool collection is for the Mac. If anyone has interest in a Mac-based tool, I can provide a educational copy for no cost.