

ROOT 3D graphics

Wednesday 15 February 2006 16:00 (20 minutes)

We present an overview of the common viewer architecture (TVirtualViewer3D interface and TBuffer3D shape hierarchy) used by all 3D viewers. This ensures clients of the viewers are decoupled from the viewers, and free of specific drawing code.

We detail progress on new OpenGL viewer - the primary development focus, including architecture (publish 'on demand' model, caching, native shapes, geometric shapes and particles/tracks), features (rendering styles, camera interactions, manipulators, clipping, embed in pad) and performance (memory management, culling, render quality).

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