Title (en)

THREE DIMENSIONAL COMPUTER GRAPHICS DRAWING SYSTEM

Title (de)

DREIDIMENSIONALE RECHNERGRAPHIKZEICHENSYSTEM

Title (fr)

SYSTEME DE DESSIN INFOGRAPHIQUE TRIDIMENSIONNEL

Publication

EP 1234281 A2 20020828 (EN)

Application

EP 00973383 A 20001020

Priority

- US 0026267 W 20001020
- US 42610399 A 19991022

Abstract (en)

[origin: WO0131585A2] A computer graphics system is provided that is based on two fundamental primitives: a ball and a stick. These primitives may be combined to create simple or complex drawings, in accordance with eight specified rules regarding ball and stick geometry, manipulation and representation. The system may be used for education or entertainment as a drawing tool, but may also be used to organize, present and manipulate 3D diagrams ("information structures") representing information organized in a hierarchical manner. There is also provided a range of coordinated graphic user interface (GUI) controls, These controls enable realtime manipulation of ball and stick objects in 3D. The controls include facilities for "extruding" a new ball and stick objects from an existing ball; 3D control "widgets", in which 3D elements within the control are accessed and moved three dimensionally in order to operate the control; 3D color palates; transparent controls that are fully functional but do not hide the work which appears underneath; context-sensitive "sub-cursors".

IPC 1-7

G06T 11/20

IPC 8 full level

G06T 11/20 (2006.01)

CPC (source: EP)

G06T 11/206 (2013.01)

Citation (search report)

See references of WO 0131585A2

Designated contracting state (EPC)

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DOCDB simple family (publication)

WO 0131585 A2 20010503; **WO 0131585 A3 20020627**; **WO 0131585 A9 20021121**; AU 1189501 A 20010508; EP 1234281 A2 20020828

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