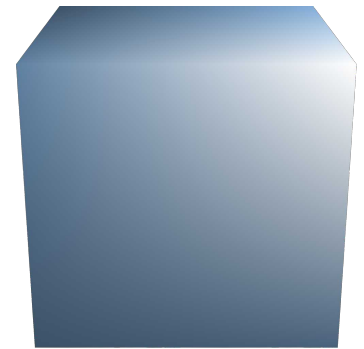
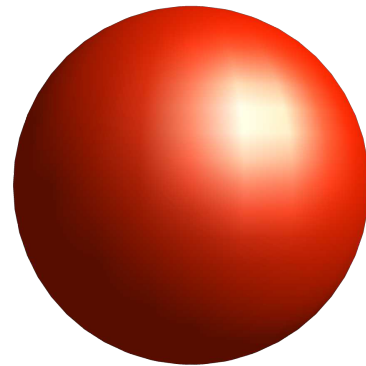
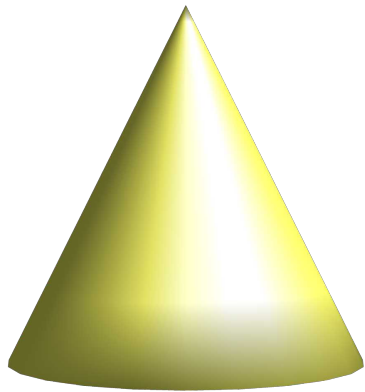
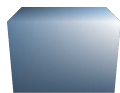
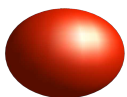
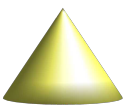


Art of Illusion !



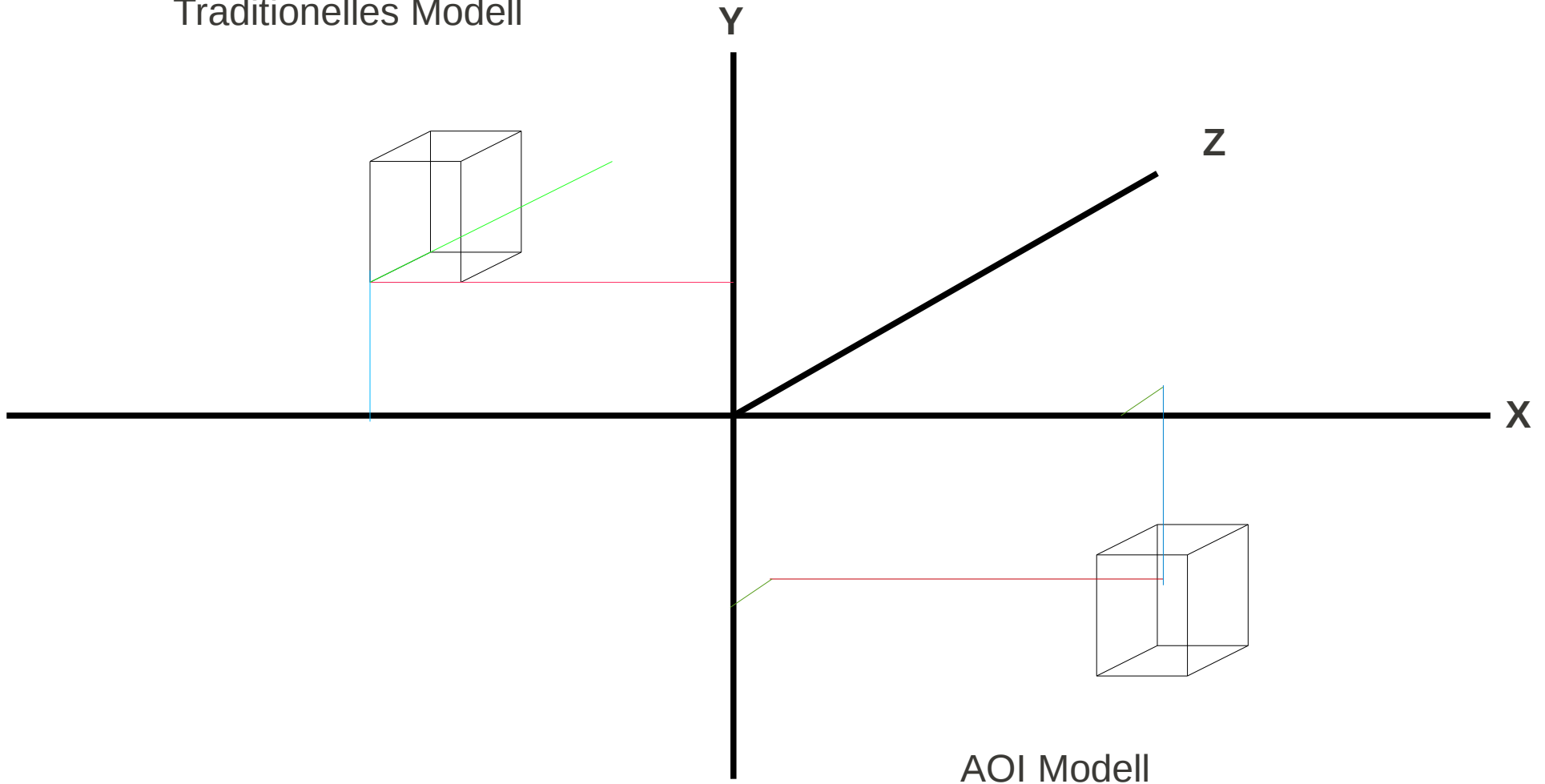
Übersicht

- 3D Idee
- Entstehung von Art of Illusion (AOI)
- Übersicht der AOI Bedienung
- Konstruieren in AOI
- FAQ

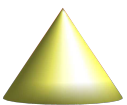


3D

Traditionelles Modell

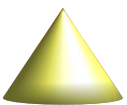


AOI Modell



Entstehung

- Peter Eastman 21 April 1999 The very first line of code was written (in Vec3.java)
- v1.0, Feb. 10, 2002
- v2.0, March 7, 2005
- v2.8.1, Jan. 3, 2010 bugfixes



Aus dem Web

- Hauptseite

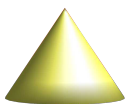
- <http://www.artofillusion.org/>

- Auf Sourceforge

- <http://sourceforge.net/projects/aoi/>
- <http://aoisp.sourceforge.net/AoIRepository/>

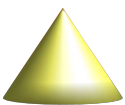
- Foren

- <http://www.friendlyskies.net/aoiforum/>
- <http://www.aoi-board.de>

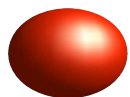
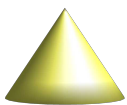
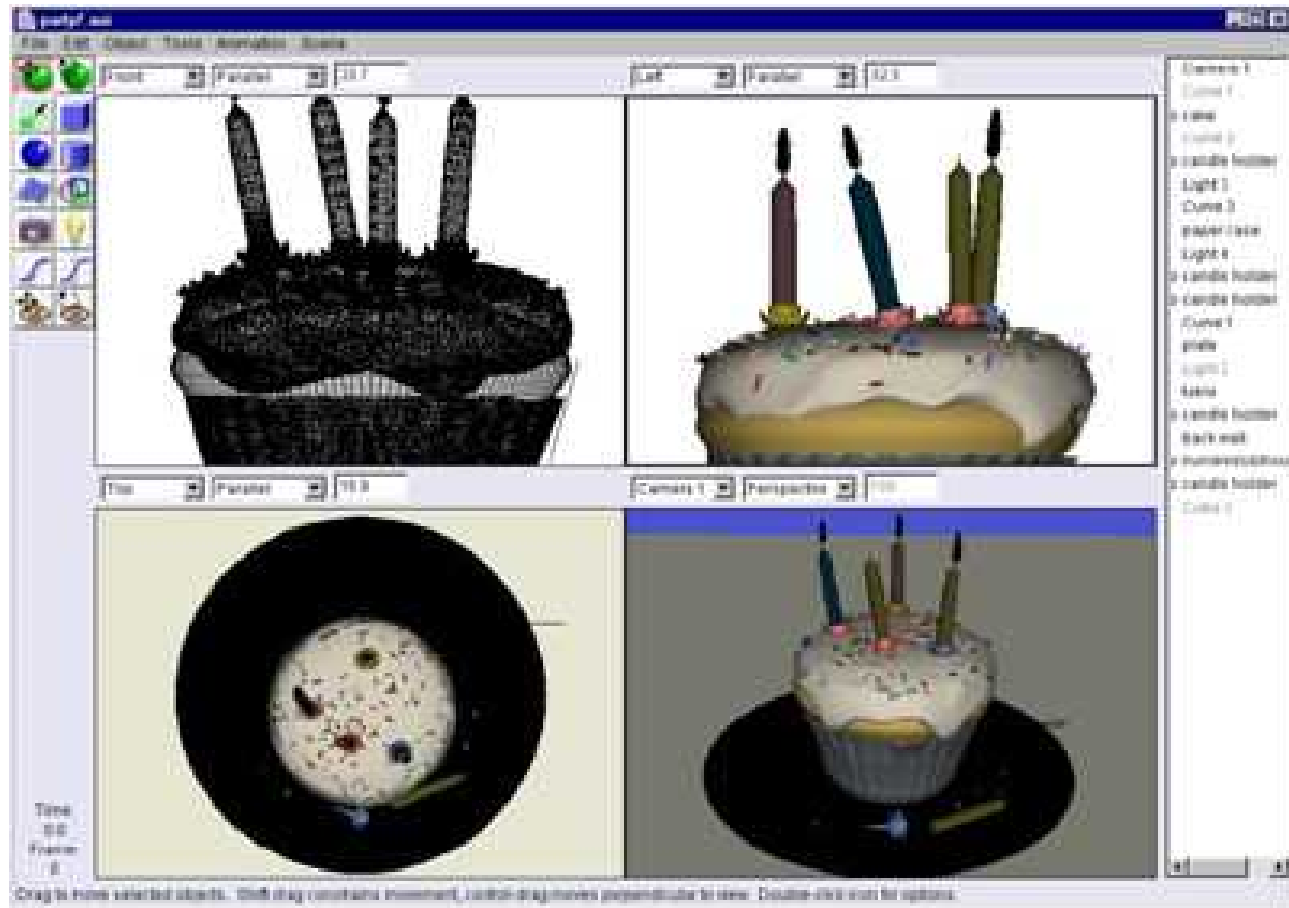


Technik

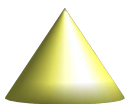
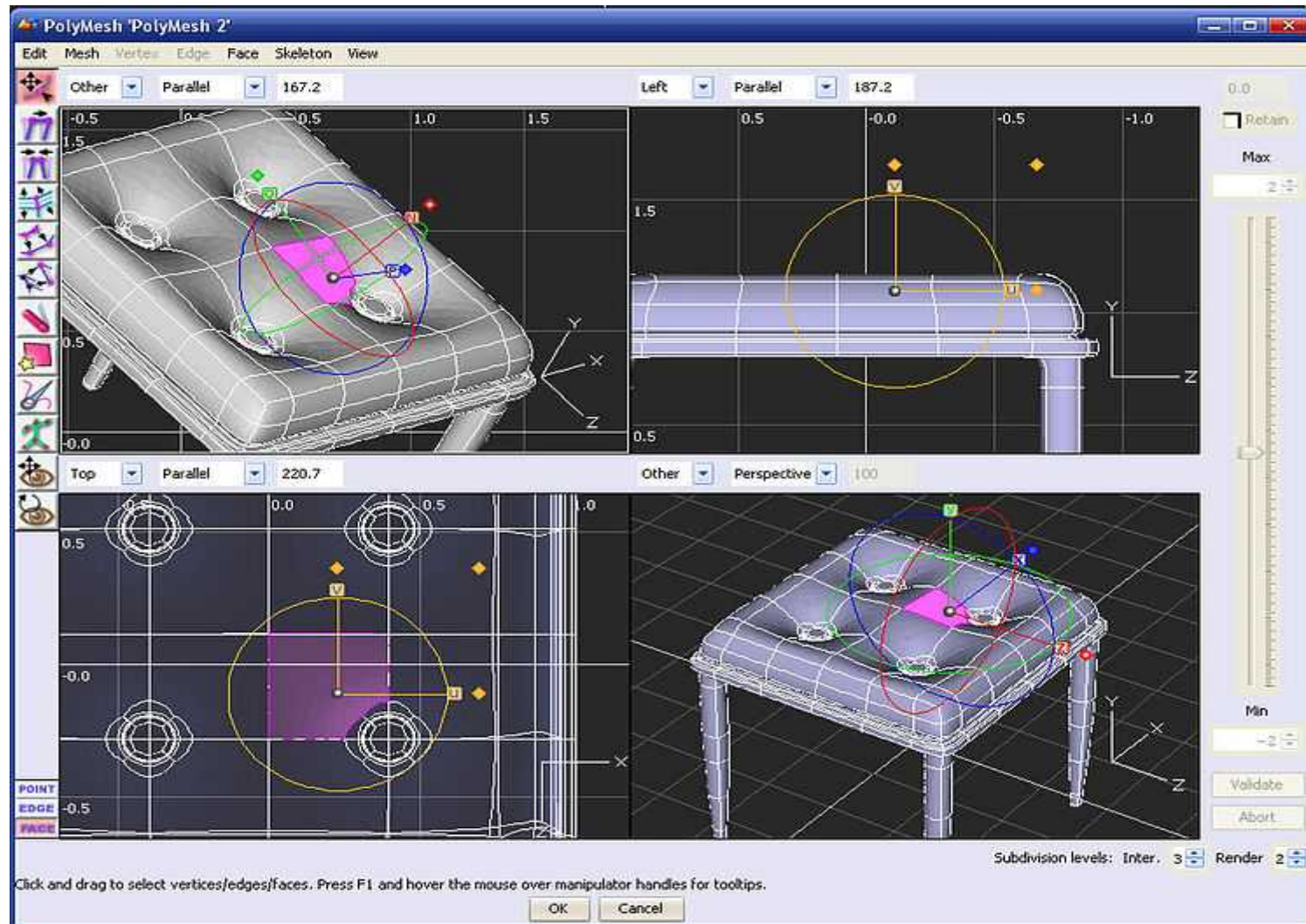
- Java 1.5
 - Installer für MAC OS, Windows, Linux, Unix, other
- Java Media Framework
 - Unter anderem für Animationen



GUI

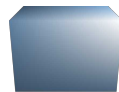
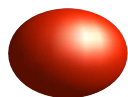
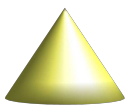
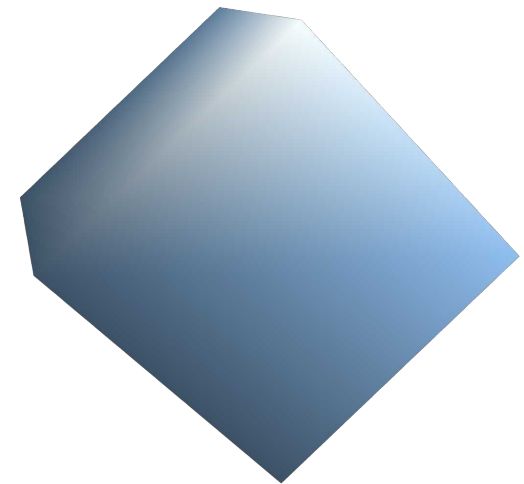
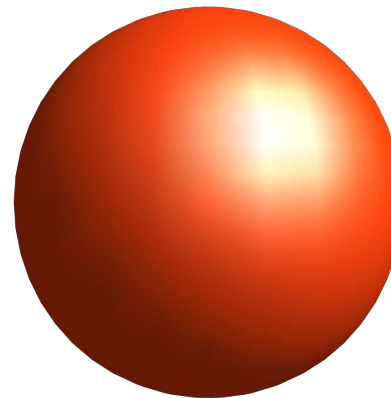
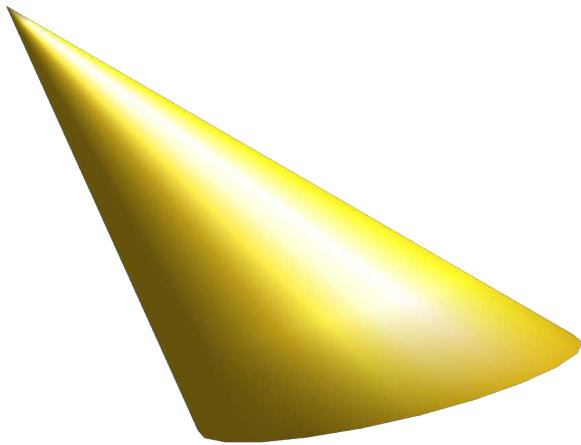


Object Editor



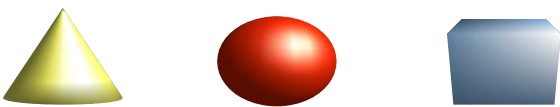
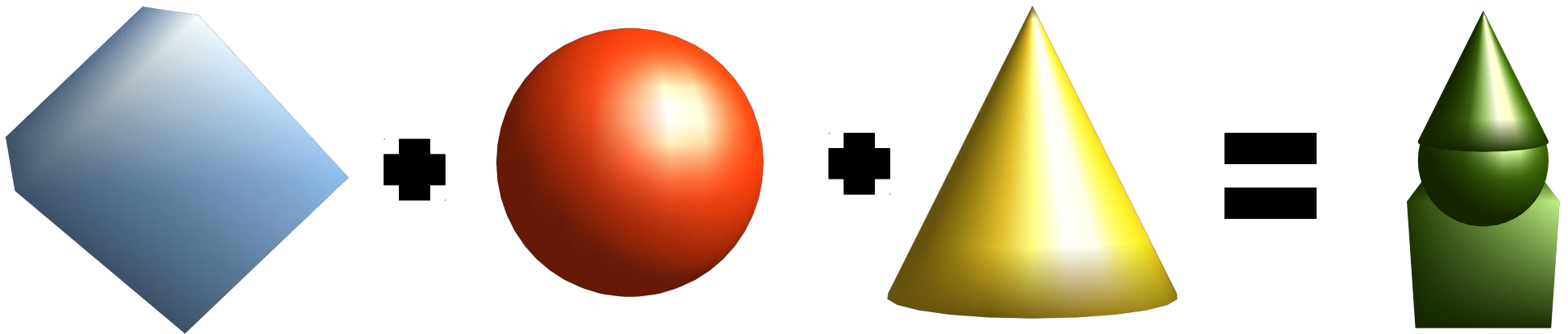
Demo

Erstellen der Basis Objekte



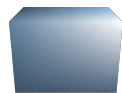
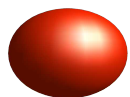
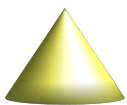
Demo

Boolsche Operationen



Idee

- Erstellen eines Rotations Körpers



Idee

- Erstellen einer druckbaren Universal Ecke für ein Galaxy Tab

