



COLLADA BoF SIGGRAPH 2010

Poser Pro 2010 & COLLADA - Publishing 3D Characters with Photoshop CS 5 and to the Web

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Agenda

- Introduction
- Future Work
- Adobe Photoshop CS5 Extended
- WebGL
- Wrap Up

Introduction

- Poser Pro 2010: Content-driven application
- Anniversary: 15 years of introducing students, aspiring artists & hobbyists to computer graphics
- Facilitating casual use of virtual characters for the 3D-inexperienced
 - Illustrators
 - Architects
 - Law enforcement
- Aiding seasoned professionals with tight schedules and budgets

Future Work

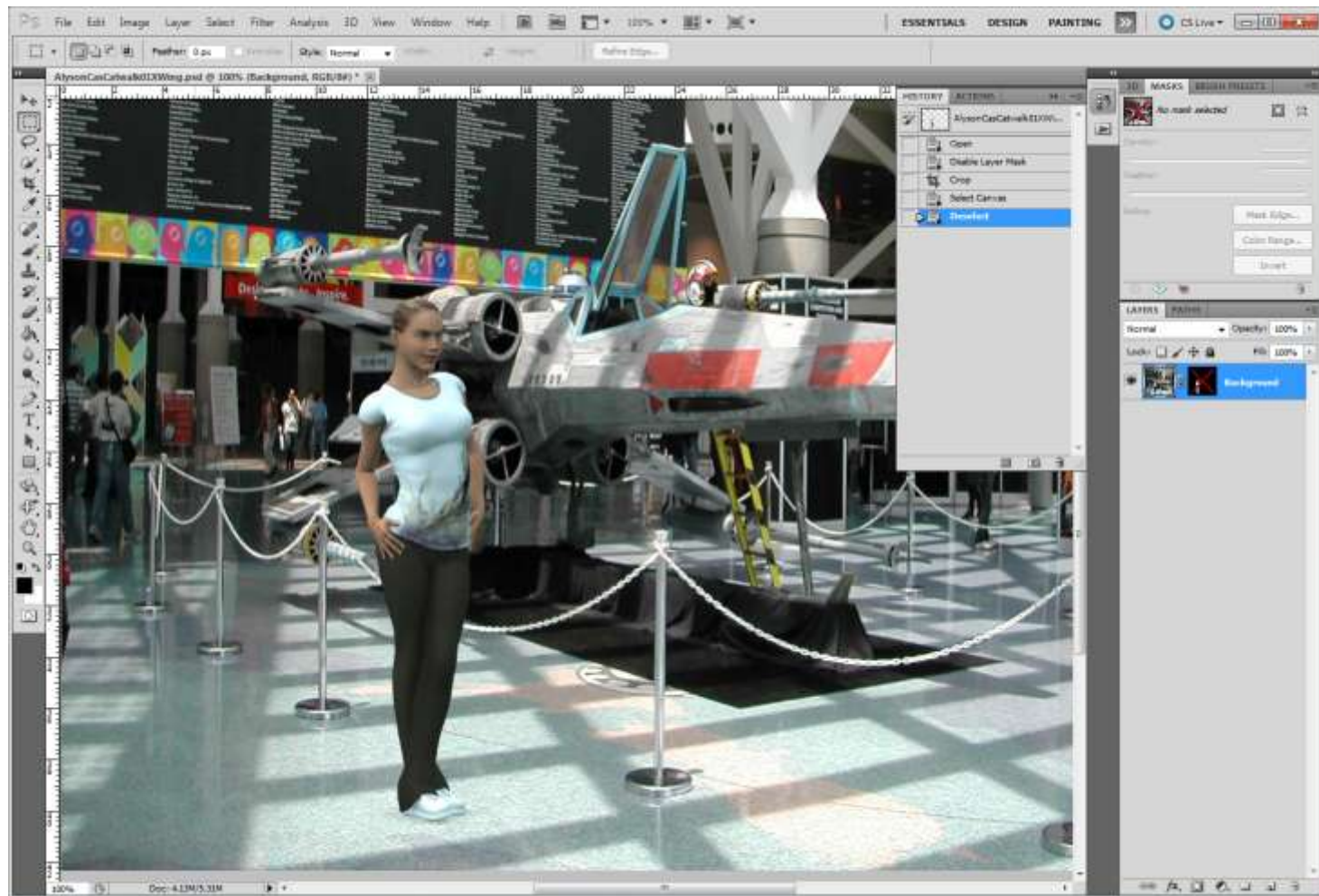
- More reliable skinning for wide variety of characters
- Morph Target Extensions
 - Animated weights
https://collada.org/mediawiki/index.php/EXT_Morph_Weights_Extension
 - Sparse representation - TBD
- Improved import
- Cg shader export

Adobe Photoshop CS5 Extended

Content Creation & Illustration

- Texture creation & manipulation
- Illustrate
 - Web sites
 - Magazines
 - Books

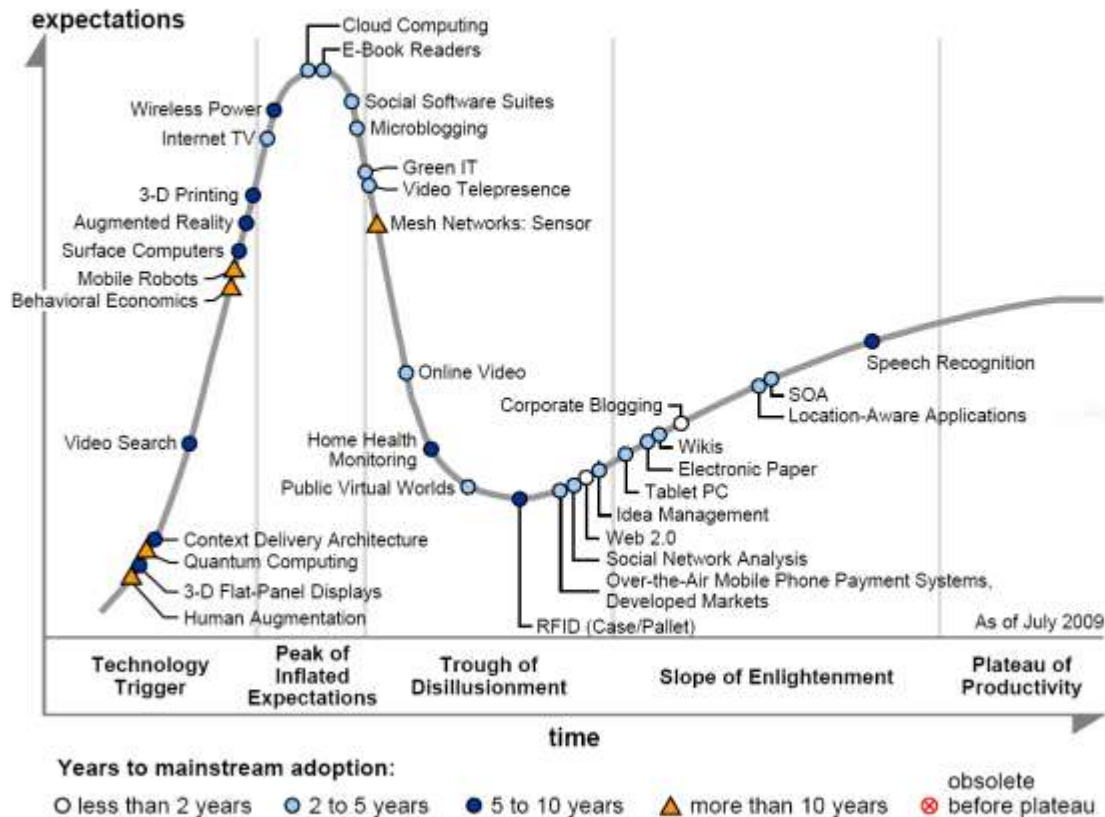
Photoshop CS 5 Demo



WebGL

3D web Hype Cycle – Enlightenment?

Emerging Technologies Hype Cycle 2009



Gartner.

SMITHMICRO
SOFTWARE

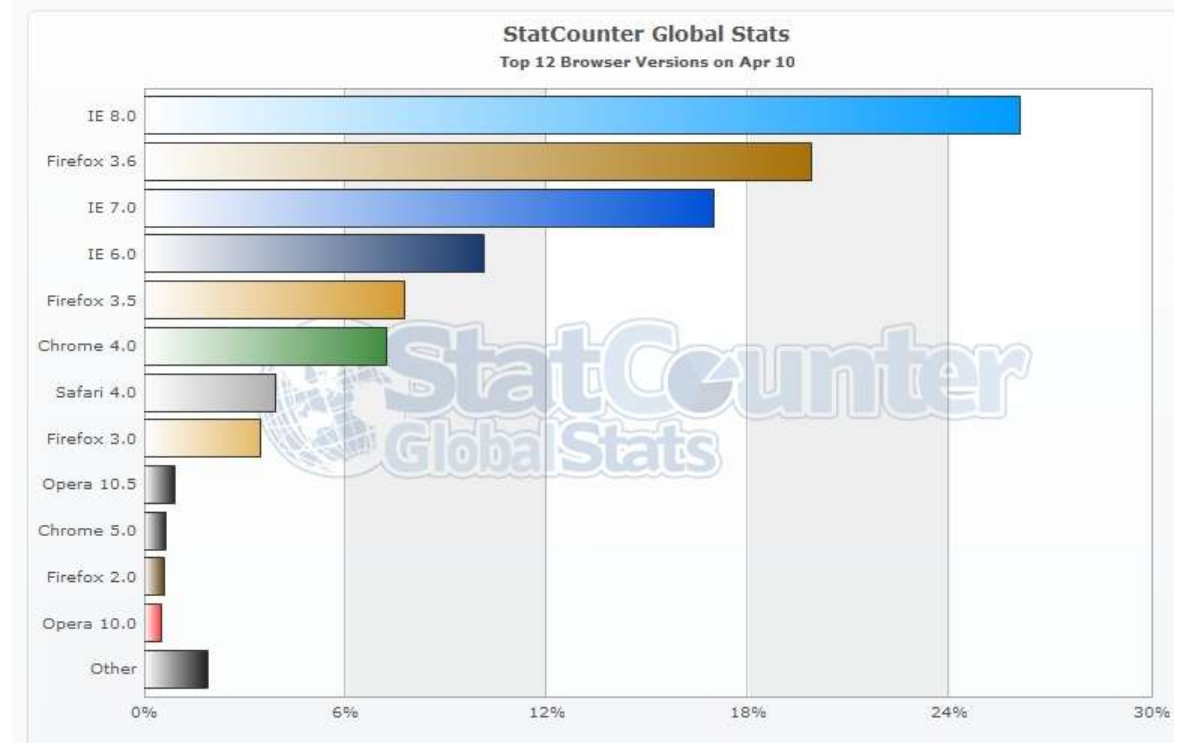
Canvas - WebGL

- Resolution-dependent bitmap canvas
 - Rendering graphs
 - Game graphics
 - Other visual images on the fly
- Powerful 3D graphics JavaScript API
- ‘Close to the metal’ – modeled after OpenGL ES 2.0
- Needs middleware to be useful to the average web developer
- Scene graph APIs emerging now:
 - SpiderGL
 - GLGE
 - C3DL

HTML5 Support in Various Browsers

- Limited support

- Internet Explorer 8
 - Local storage
- Internet Explorer 9
 - <video>, <audio> tags (only H.264, MP3/AAC audio)
 - No canvas
 - But SVG 1.1 (!) and nearly complete CSS3 implementation



- Extensive support

- WebKit-based browsers (Safari 4, Chrome, Android, webOS, Symbian S60, Adobe AIR)
- Mozilla (Firefox 3.5, nightly Minefield builds)
- Opera 9

GLGE Demo



Q&A

Thank you!