

cool New Stuff for 2.1

266379_PixelRule.tiff ↗

The most obvious change is the name change: The whole release is in a directory called WavesWorld, not WWPalettes, WWTCLWidgets is now called WWTCLKit, and WW3D is called WW3DKit. If you installed WavesWorld 2.0, you might want to do the following:

```
rm -rf /LocalDeveloper/Palettes/WW*
rm -rf /LocalDeveloper/Headers/WavesWorld
rm -rf /LocalLibrary/Documentation/WavesWorld
```

so that you don't have the old copies around, since things will get installed in slightly different places.

The beginnings of file export capability to SGI's Open Inventor 2.0. It really doesn't work yet, but fixing it has to wait until after my dissertation.

The beginnings of support for autovisualization of scenes as text in space. It's easy to swamp WW3DText, though, so be warned...

Even more shader source code! Thanks again to my friend Larry Gritz for allowing me to include many of his brilliant shaders.

Better support for Larry Gritz's most awesome shareware RenderMan compatible rendering tools, the "Blue Moon Rendering Tools". Larry single handedly implemented a radiosity and raytracing RenderMan compatible renderer and then made it available to the world for wicked cheap! What a prince!

Support for automatically generating texture maps. In Examples/, check out the graphsInSpace/, dizzyHorse/, and textureStuff/.

bug fixes for eve output for some rib commands

a bunch of bug fixes for WWSimpleMovieView.

The camera controls in the WW3DWell control panel all now work.

even more examples! Check out the rooms, robbit, head and torso examples; it's really getting there...

for some good ideas about where the animation is going, look at roboPet.

automatic linear interpolation of samples. this means if you have a sample at time 1.0 and then have another sample at 2.0 and ask the

object to render itself at time 1.5, it will "do the right thing" and generate a new sample halfway in between. **Right now only some of the core commands are supported, but more are on the way.**

there can now be multiple named sources for a sample, and they can have weights associated with them, and the system automatically combines the samples. This is a bit esoteric and not obviously useful to most folks, but if you read my PhD thesis (I'm dancing as fast as I can...), you'll see why this is really, really cool...

more stuff that I can't think of...