# PROGRAMMING WITH
# QUICKDRAW 3D

## Description:

Add a new dimension to your Macintosh applications by learning to use Apple's exciting QuickDraw 3D graphics library. Learn the basics of creating, manipulating and rendering three-dimensional objects in your applications. You will also learn about the 3D human interface guidelines, and Apples' metafile format for reading and writing 3D objects.

## Facts:

Leader-led
3 days
$600

## Target Audience:

Graphics and multimedia products developers working in either 3D or 2D environments. Other applications developers wishing to add a new visual dimension to their applications.

## Prerequisites:

Six months of C programming experience.

## Course Outline:

Day 1
        A. QuickDraw 3D overview
        B. Overview lab
        C. QuickDraw 3D Viewer
        D. Viewer Lab
        E. Graphics overview
        F. API overview
        G. Geometric objects
        H. Geometry lab
        I. Views
        J. View lab

Day 2
        A. Cameras
        B. Camera Lab
        C. Geometric objects continued
        D. Styles/Attributes lab
        E. Transforms
        F. Transforms lab
        G. Lights
        H. Lighting lab
        I. Renderers, shaders

Day 3
        A. Rendering lab
        B. User interface
        C. Picking
        D. Picking lab
        E. I/O
        F. Q & A with QD3D engineers