

This thesis concentrates on drawing graphs in 3D. In the first part of the text, we concentrate on orthogonal layouts of graphs with maximum degree 6. We show how to draw graphs using high dimensional embedding (HDE) and propose a new fast algorithm based upon sampling of the HDE. Further, we developed an application for Win32 that allows the user to translate, zoom and rotate the graph drawing, thus taking full advantage of the 3D layout.