

Title: Graphical 3D Editor for the AGE Project

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Abstract:

The goal of the thesis is to create an editor of graphical three-dimensional scenes. The editor is going to be an AGE project add-in. Because the AGE project is by the time of writing this thesis still in development its first version should be implemented as well as a part of this thesis.

The 3D editor add-in should support creation of simple 3D primitives, manipulation with vertices, faces and mesh parts and also should contain basic tools for texture mapping.

The Microsoft .NET Framework will be used as a target platform and all graphics content will be rendered using the Windows Presentation Foundation and DirectX technologies.

Keywords: Computer graphics, Windows Presentation Foundation, DirectX, 3D