Kuda: World Editor

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Authoring Interactive 3D Content in Your Browser

http://code.google.com/p/kuda

Plymouth Hemi Cuda 70' by ~CentPL
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http://centpl.deviantart.com/art/Plymouth-Hemi-Cuda-70-178292614?q=gallery%3Apolishartists%2F25292852&qo=4

the Kuda World Editor

http://stable.kuda.googlecode.com/hg/public/index.html
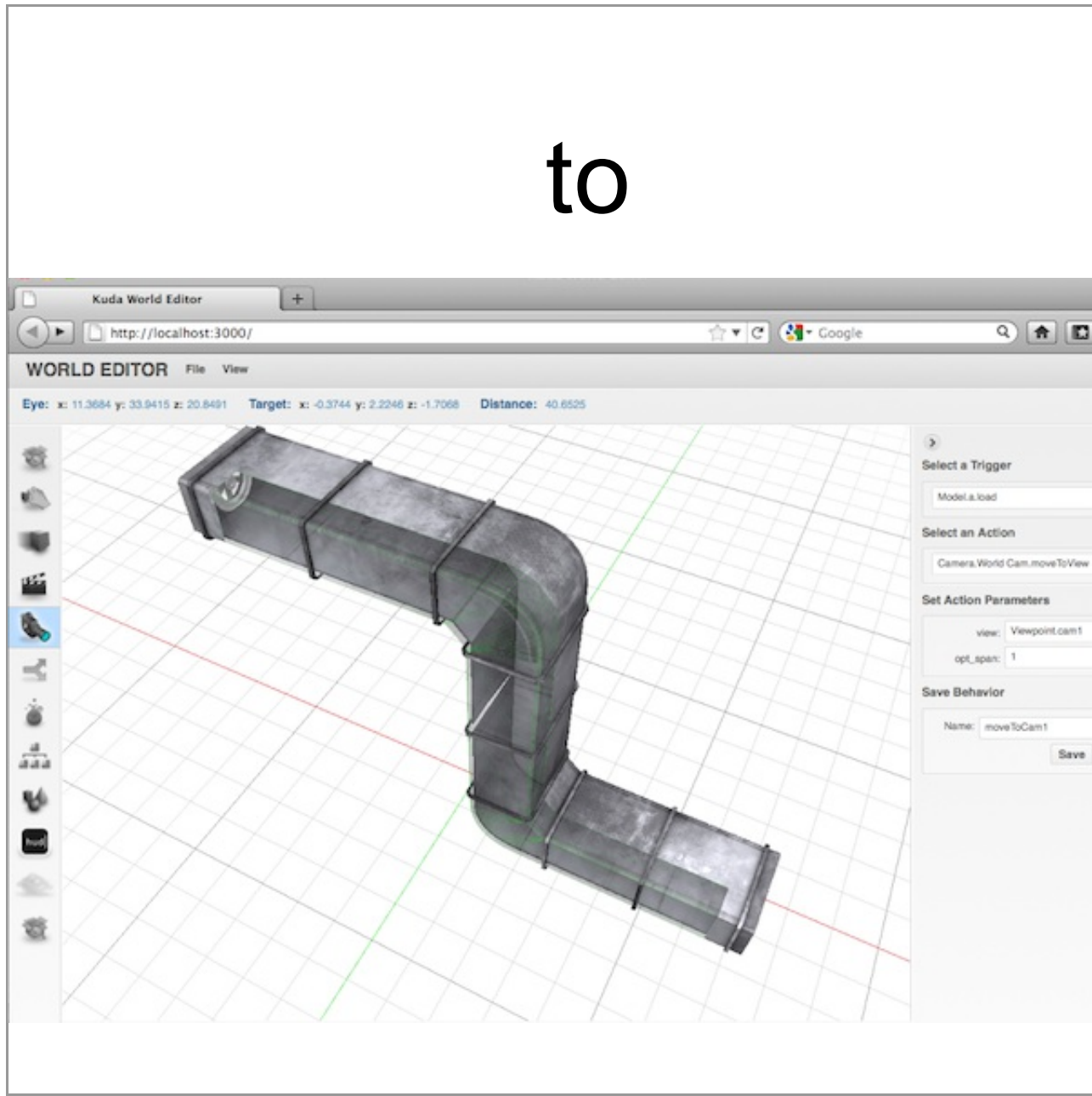
adding behavior
through a GUI

authoring interactivity
made much easier

triggers and actions

from JavaScript

```javascript
door = new hext.house.Door(...
door.angle = -door.angle;
door.onPick(function(msg) {
    switch (msg.data.pickInfo.
        case 'SO_door':
        case 'door':
            door.swing();
        break;
    }
});
```

to

but first

3D behavior and interactivity

window

fan

door

camera

window

what would be the desired intuitive interaction?

click and slides open

window

what would be the desired intuitive interaction?

click and drag

fan

what would be the desired intuitive interaction?

a rotation speed control

door

what would be the desired intuitive interaction?

click and swings open

API makes sense
for a programmer

GUI makes sense
for a non
programmer

back to the World Editor

build a GUI tool to...

author behavior and interactivity

provide same level of control from
the editor as the API

by isolating a scripting behavior or
interaction and incorporating it into a
GUI tool(s)

initial approach is a form

for a given behavior

example particle effects

not intuitive and you need domain knowledge

move to more intuitive GUI tools

example

translate, rotate, and scale handles

window example using Motion tool

does not work well

no intuitive way to reverse its action

however window example using Manip tool

works well

another example is
camera on a curve

dedicated tool for creating behavior and interactivity

vs

behavior editing integrated into specific tools

authoring a working system

the HVAC duct

Kuda

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