



3D GUI

Plan



- Possibilities
- What do we want?
- Ideas.
- Problems

Possibilities

- We want to move from 2D to 3D... We live in 3D space so it is our natural environment!
- We are encouraged by new games and beautiful graphics applications.
- 3D Software & Hardware are able to render more and more...



What do we want?

- 3d Lists, 3d Controls, ...

- Problems...

- ▣ We want full 3D environment

- ▣ But we do not know how to move efficiently in 3D!

- ▣ Mouse and Keyboard are made mostly for 2D...

- ▣ We do not know what is „3D GUI” exactly...



Advice

- Do not use many 3D controls
- Improve...

Ideas – Shell Replacement...

- Flip3D in Vista
- Beryl
- Others...



Ideas – WWW Browsers

- SpaceTime →
- Plugins
 - ▣ PicLens (Cooliris)
- AT&T Pogo →



Ideas - bumptop

- Advanced 3D UI.
- Physical based interaction, like on a real desktop...
- Both icons and folders can be placed on the desktop.
- Sorting, collecting, etc...
- Gestures, fisheye menus, new ways of grouping elements.

Bumptop



<http://bumptop.com/>

Tools for 3D gui

- OpenGL & DirectX
- Wpf
- Flash (Flex), Silverlight, javaFX



Sum up

- 3D GUI is cool 😊
- But we are limited by the flat 2D screens
- We need to invent 3D technologies like:
 - ▣ Touch pads
 - ▣ 3D screens
 - ▣ Better navigation
- General advise:
 - ▣ **Use with care**

Materialy

- pogo -
<http://arstechnica.com/reviews/apps/pogo-browser-beta-first-look.ars>
- Browse Web in 3D -
<http://dan.hersam.com/2008/07/03/browse-the-web-in-3d/>
- bumpTop -
<http://www.youtube.com/watch?v=M0ODskdEPnQ>

Questions?





Thanks for watching.

Bartłomiej Filipek
mail@bfilipek.com
www.bfilipek.com