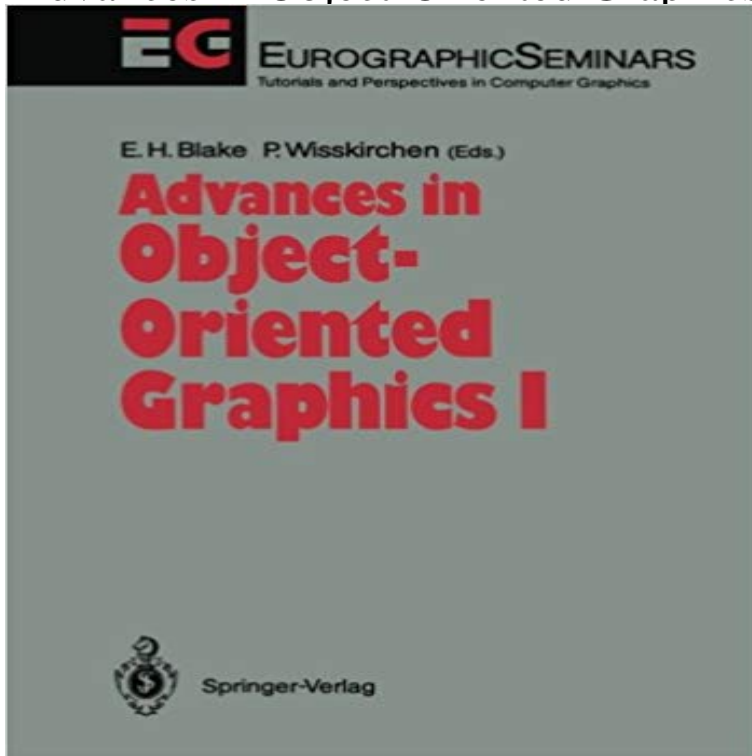


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Object-oriented systems have gained a great deal of popularity recently and their application to graphics has been very successful. This book documents a number of recent advances and indicates numerous areas of current research. The purpose of the book is: - to demonstrate the extraordinary practical utility of object-oriented methods in computer graphics (including user interfaces, image synthesis, CAD), - to examine outstanding research issues in the field of object-oriented graphics, and in particular to investigate extensions and shortcomings of the methodology when applied to computer graphics. Papers included in the book extend existing object-oriented graphical techniques, such as Smalltalks model view controller or constraints, introduce the use of complex and persistent objects in graphics, and give approaches to direct manipulation interfaces. The reader is presented with an in-depth treatment of a number of significant existing graphics systems, both for user interfaces and for image synthesis. There are theoretical surveys and chapters pointing to new directions in the broad field of computer graphics. Computer language scientists will find a useful critique of object-oriented language constructs and suggested ways to extend object-oriented theory.

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