



Figure 11: Animation Example – The figure shows a frame from the 1988 Siggraph film “Going Bananas” in which every object was specified using an early version of the GENMOD program. The movement and deformation of several characters in the animation were also defined using time-varying functions. Rendering was accomplished with a separate ray tracing program using polygons produced by GENMOD.



Figure 12: Modeling a Teddy Bear – The GENMOD program was used to model both the surfaces forming the body of the bear, and the way in which the fur was “combed” over the body.

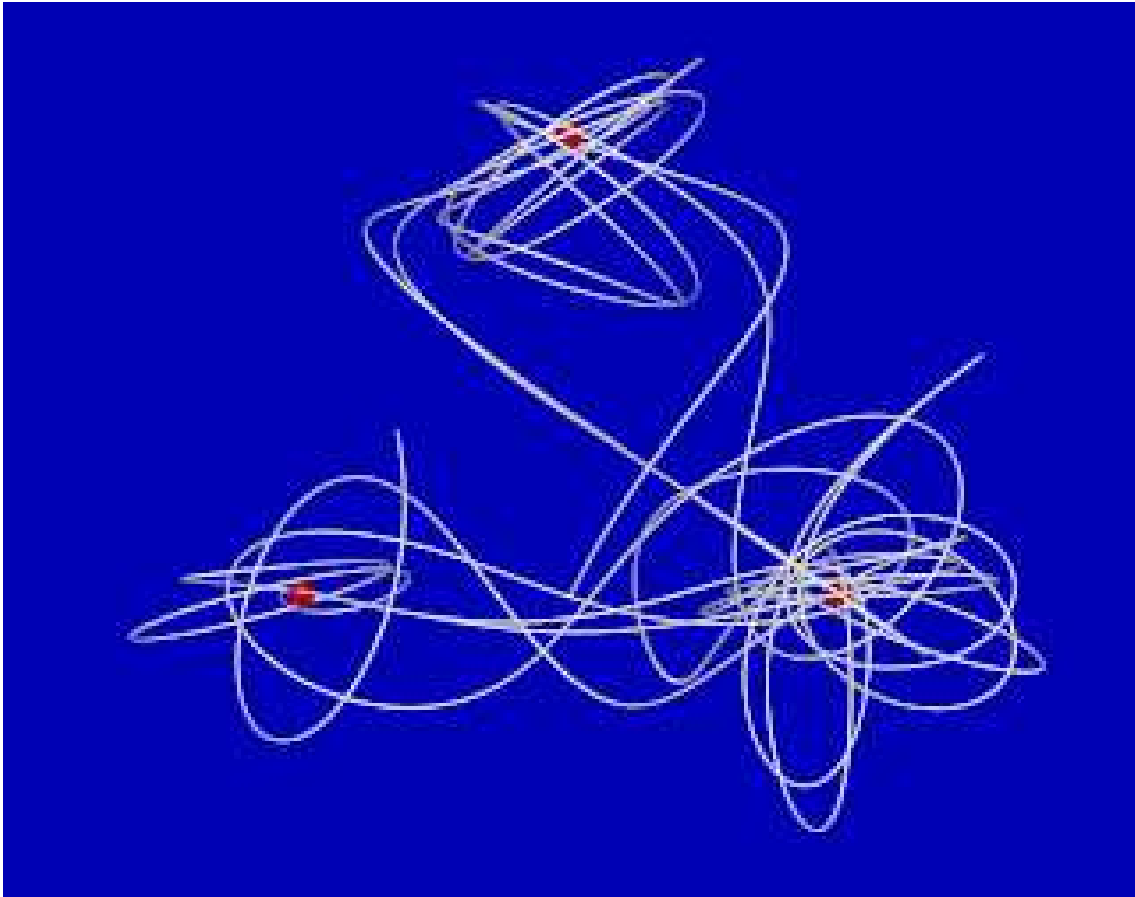


Figure 13: ODE Solution – The figure shows the results of the ODE solution operator to compute the trajectory of a point mass in the gravitational field of three fixed masses.



Figure 14: Modeling a Jade Plant from MRI data – The jade plant surface was modeled by extracting an isosurface through interpolated MRI data, using GENMOD’s implicit surface approximation capability.