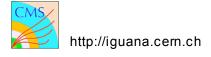
IGUANA Interactive Graphics Project: Recent Developments

CHEP'04



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What is IGUANA

Interactive Graphics for User ANAlysis:

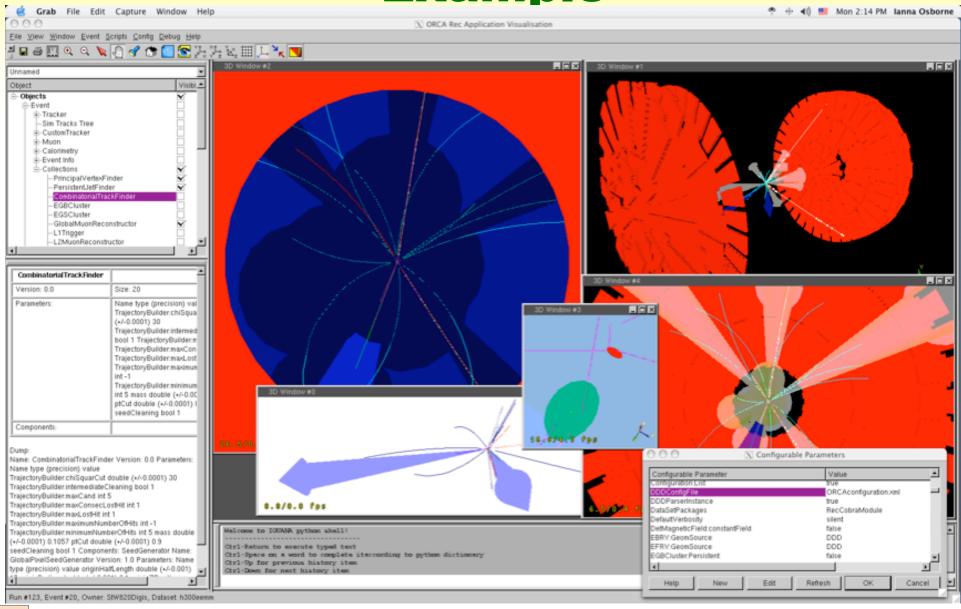
IGUANA defines a generic object model and a framework for interactive 2D and 3D visualisation. It provides a number of services and tools to generate and manipulate those objects and to manage user interactions.

Default Views

- 2D: a 2D view where every object has been sliced by a plane: XY, ZX, or ZY;
- 3D: the usual 3D view (e.g. generated from G4);
- Lego: allows to display the lego plots associated to some of the twigs;
- Open Inventor: allows to open an .iv file as a separate twig tree;
- Python shell: opens an interactive python shell.

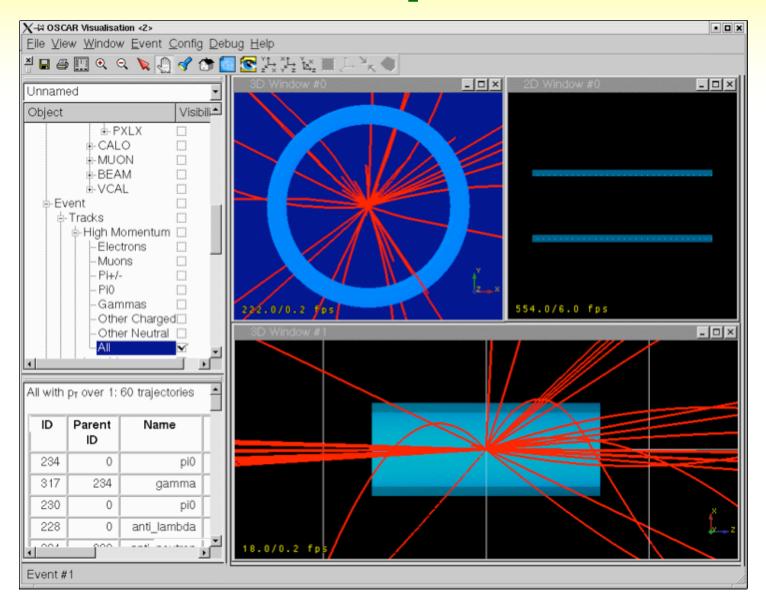


Example



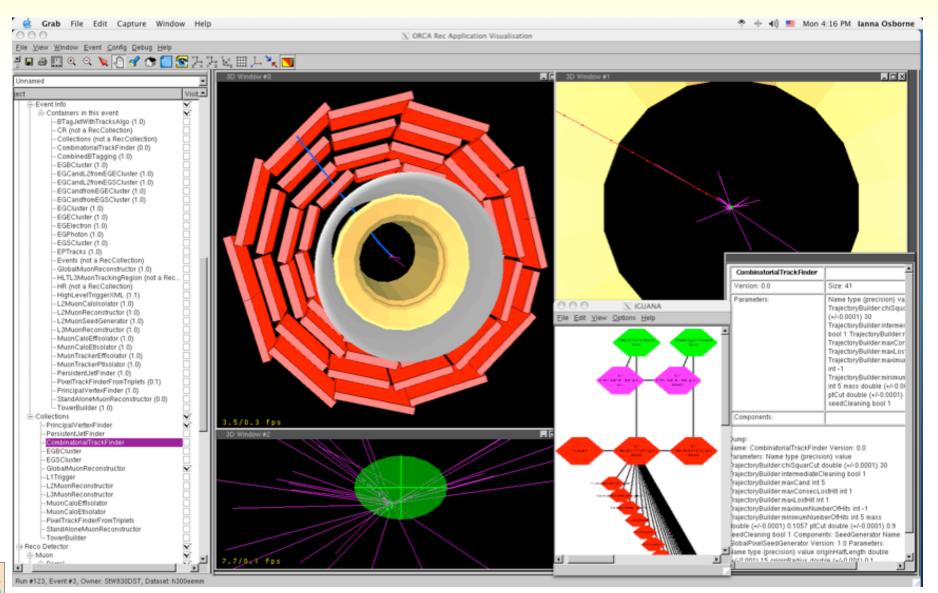


Example





Example





New Developments

- IGUANA Studio is now an MDI environment
- Control Centre
- Improved printing
- New python scripting environment
- Improved performance
- Initial support for MacOS X

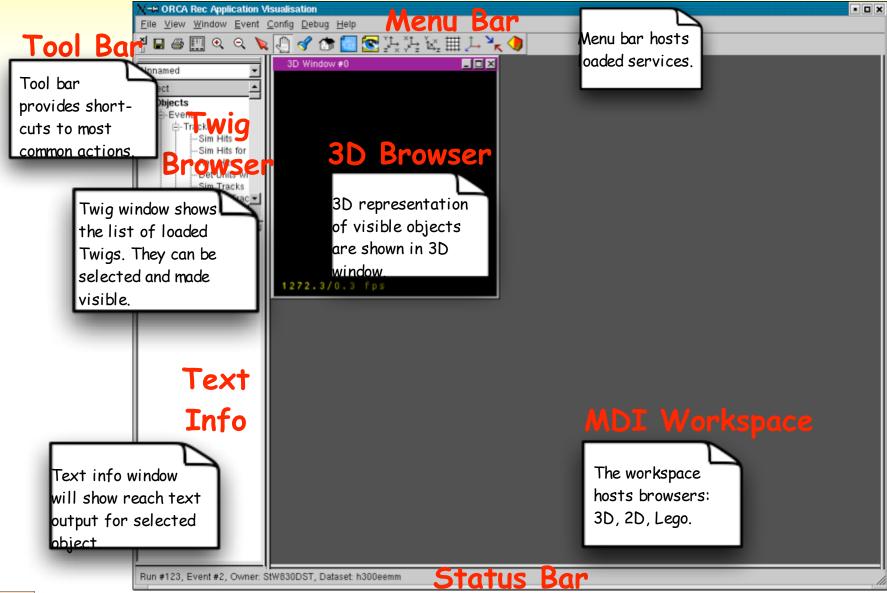


Multi Document Interface

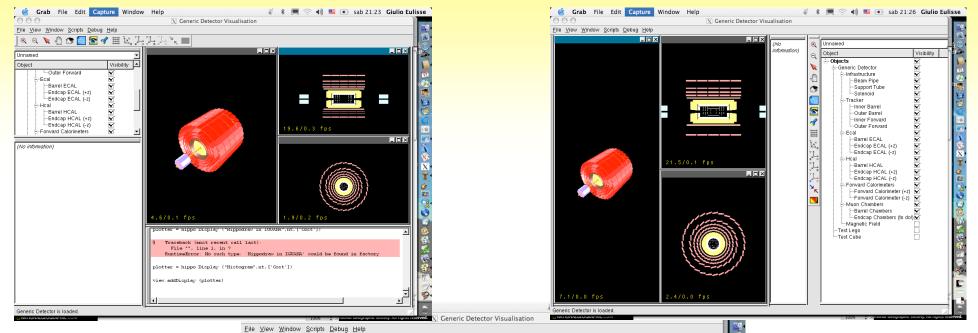
- Fully customizable layout via drag and drop
- Easy framework for embedding own qt widgets in the studio environment
- Design exploits SEAL plugins capabilities
 - Default plugins for 3D, 2D and Lego models
- Context sensitive behaviour (e.g. toolbar buttons change if you are looking at 3d or 2d view)

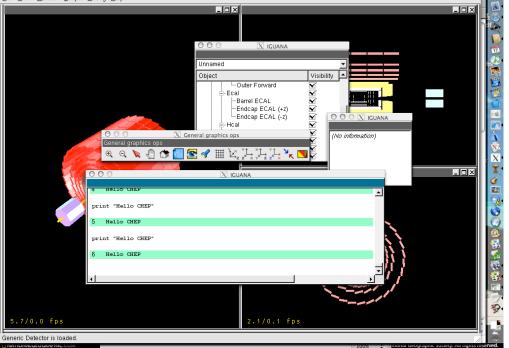


Typical Visualisation Application





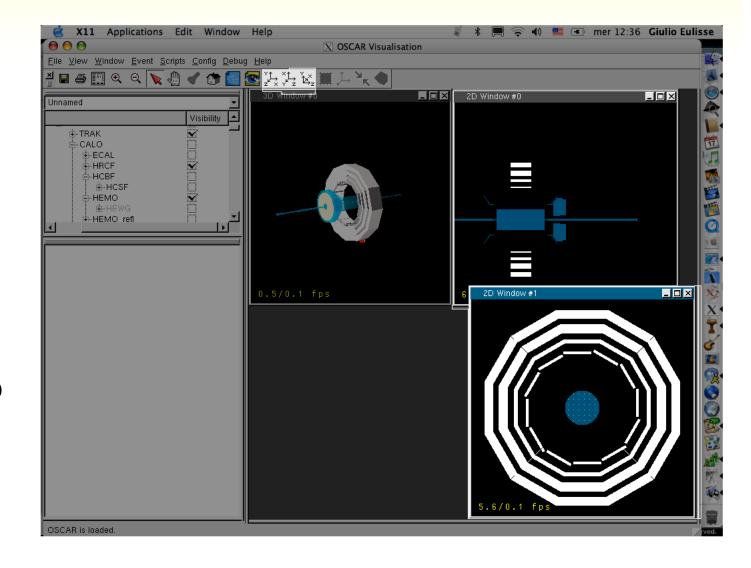






2D Views

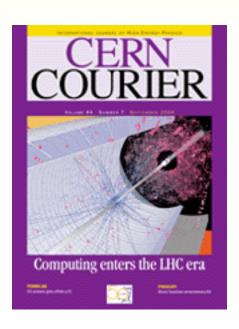
Automatically generated from the 3D representation(supporting slicing, layering, projecti on or custom 2D objects) The algorithm also supports boolean operations between solids





Printing and Vector Postscript

- Multiple output formats:
 - bitmapped:
 - JPEG
 - TIFF
 - vector:
 - eps (level 2,3)
- Publishing quality
- All the improvements contributed back to the gl2ps open source project



Control Centre

Nodes List

<u>B</u>ack

Ė-Beam Pipe

-lgSoRotSolid

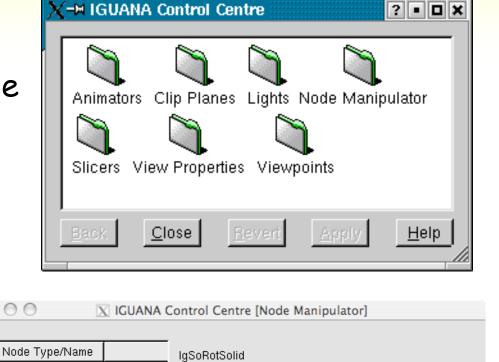
<u>C</u>lose

-Material

- Modular architecture
- Context sensitive: only see the categories that apply to your view
- Categories provided for modifying any aspects of the

Open Inventor models





I4 44 4

I4 44 4

phiStart

phiDelta

divisions



-0.000 **b b b**|

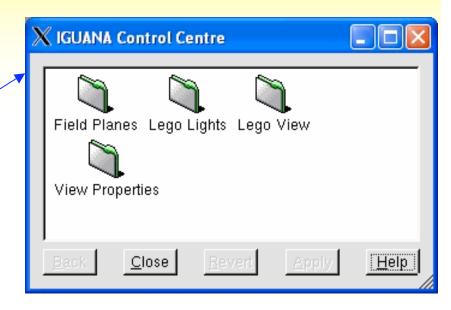
6.284 **b b b**

0 > >> >

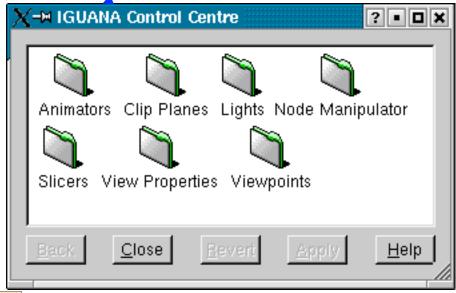
Control Centre: context sensitive

Selecting different views (3D, 2D, Lego etc.) will automatically update the control centre for its available categories

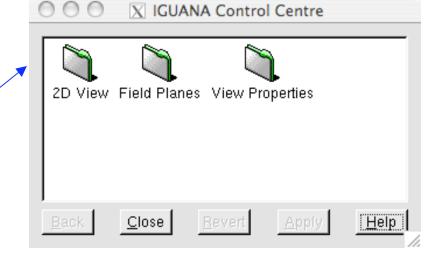
Categories registered for Lego view



Categories registered for 3D View



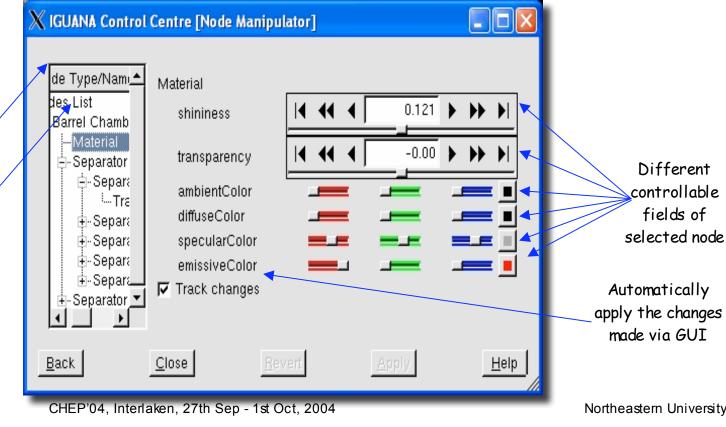
Categories registered for 2D View





3D Node Manipulator Category...

- A category to manipulate the fields of any 3D node.
- Select a node, from twig tree or 3D Browser (in pick/select mode), and open 3D node manipulator category to manipulate that node

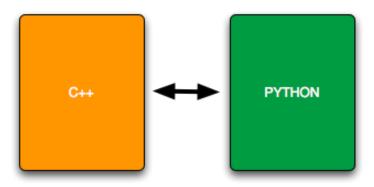


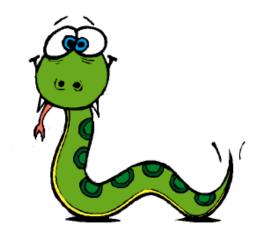
Node and its children list Selected node



Python Support in IGUANA

- Python is an object-oriented programming language introduced in the beginning of the 90s
- Easy to learn but powerful
- It is currently the selected scripting language of choice for the CMS Application Framework -- COBRA
- Interoperability with C++

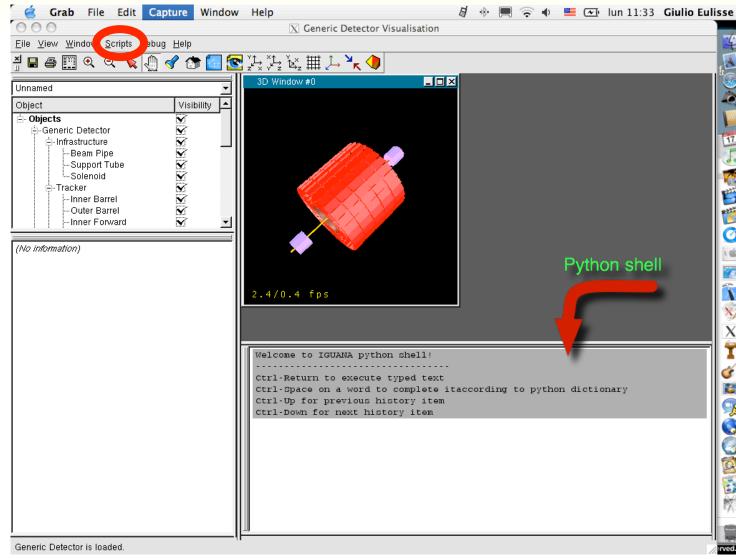






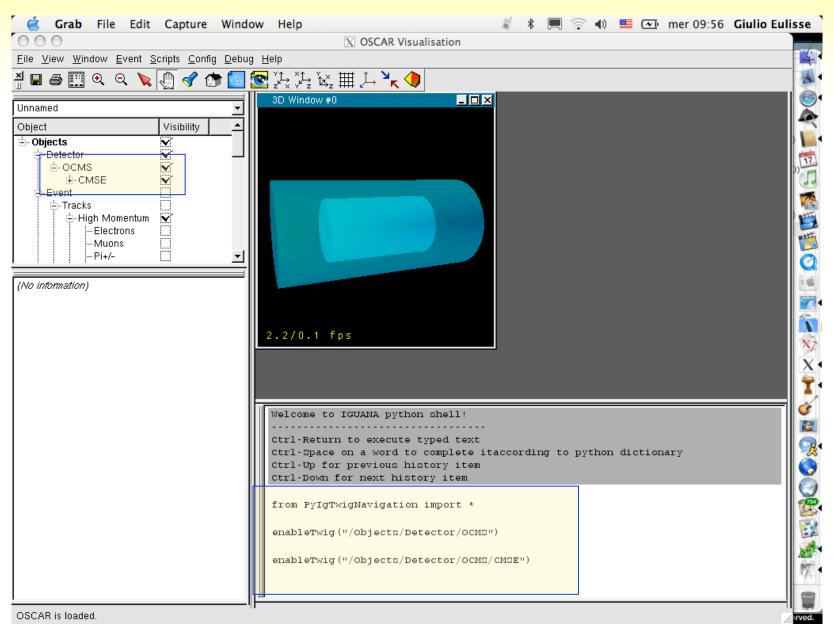
Interactive Python Shell

IGUANA provides
a widget for
accessing the
python shell from
the Studio
environment





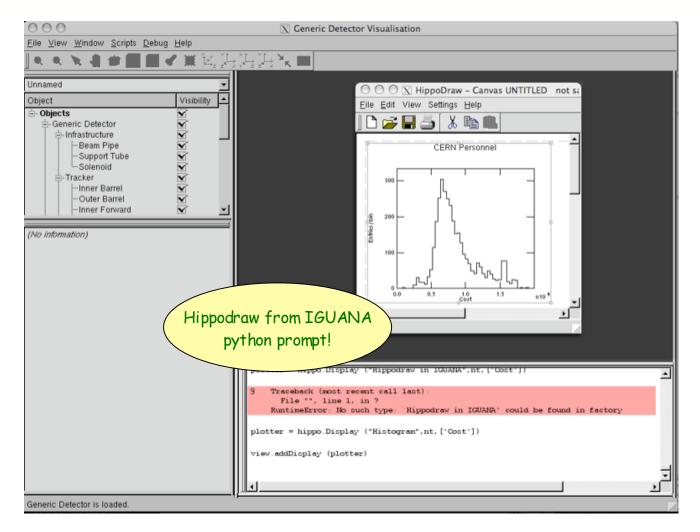
IGUANA & Python Interoperability





IGUANA, PYTHON and the Others

Take advantage of the huge number of python libraries.





Improved Performance

- New, optimised, Scene Graph organization lead to 10x improvement in ORCA visualization in IGUANACMS
- New base shape for volumes of rotation improves performances and simplifies coding



Available platforms







Compiles	Works	Binaries

Future Plans

- Continued maintenance
- Port to SCRAM v1
- More extensive usage of SEAL plugins in the Studio environment
- Extended python support
- Better integration with other python exposed packages, e.g. hippodraw
- PhySh client



More information

http://iguana.cern.ch

