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This graduate project designed and implemented a prototype of an easy-to-use, yet very versatile and powerful 2D sketcher and 3D interactive modeler for architects. The predominant concepts of the modeler design are a simplified and integrated GUI that supports MDI, a transparent 2D sketch board that imitates tracing paper, and efficient creation and modification of 3D objects. These concepts are proven to be feasible and valuable by the partial implementation. Lessons and experiences gained from the design and implementation processes are presented. This report also listed ideas for future enhancements.