Building applications with vvvv



One Extra FullscreenQuad is for:

Joreg Sebastian / gregsn Tebjan / tonfilm Elias

MVC anyone?

Design Patterns what?

ELEMENTARY PARTICLE NAMES ELECTRON MOTA NEUTRON PROTON NUCLEUS PROTON NUCLEUS NEUTRON



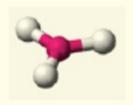
Wonderful Life with the Elements The Periodic Table Personified **Bunpei Yorifuji**



Diatomic



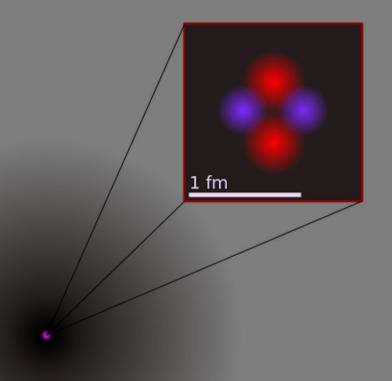
Linear



Trigonal planar



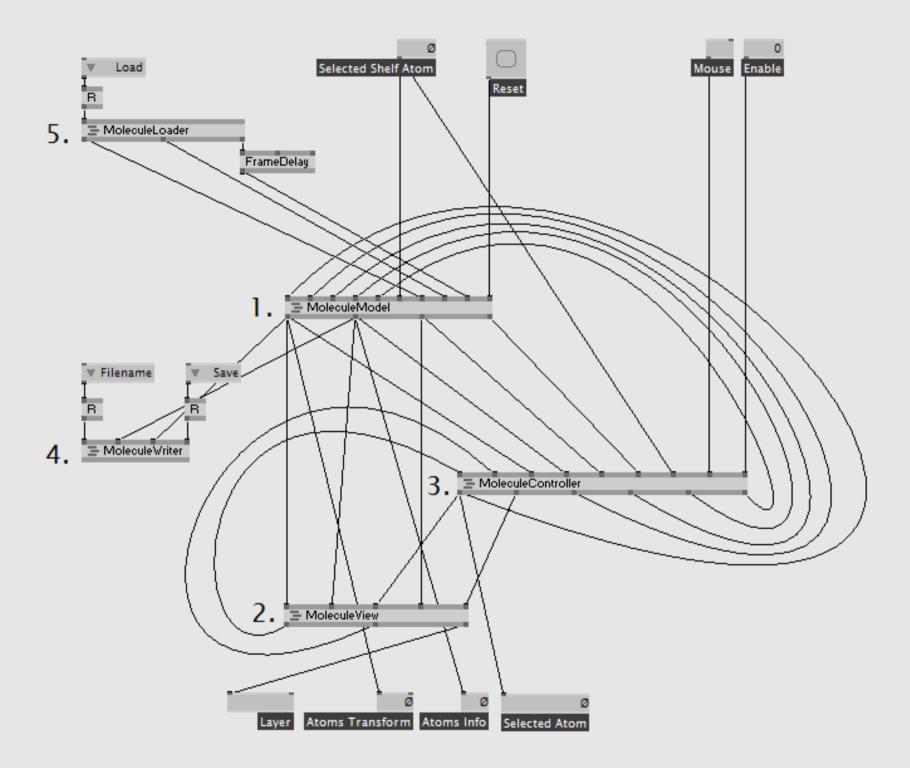
Tetrahedral

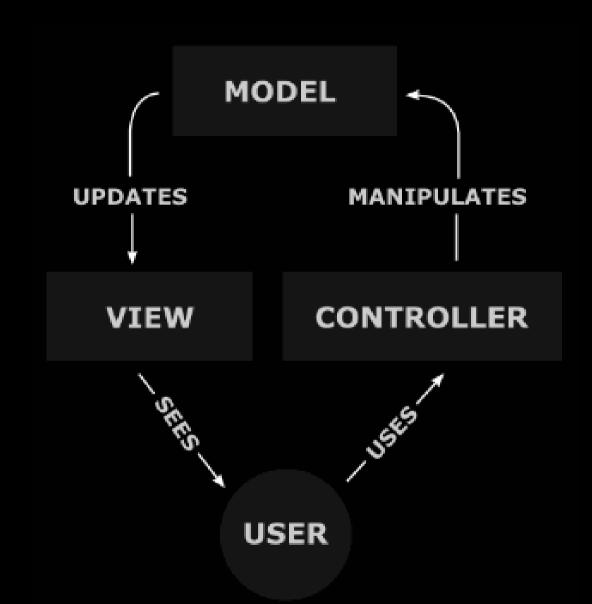


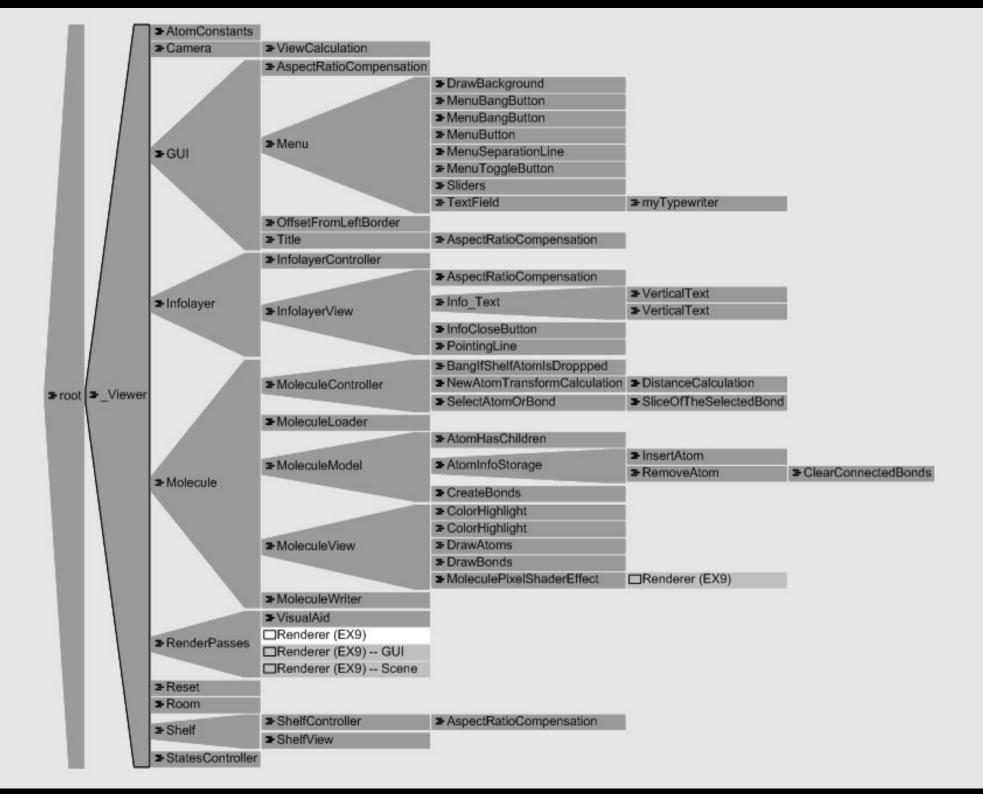
$$1 \text{ Å} = 100,000 \text{ fm}$$

1 A = 0,0000001 mm 1 fm =0,00000000001 mm If an apple was magnified to the size of the Earth, then the atoms in the apple would be approximately the size of the original apple.

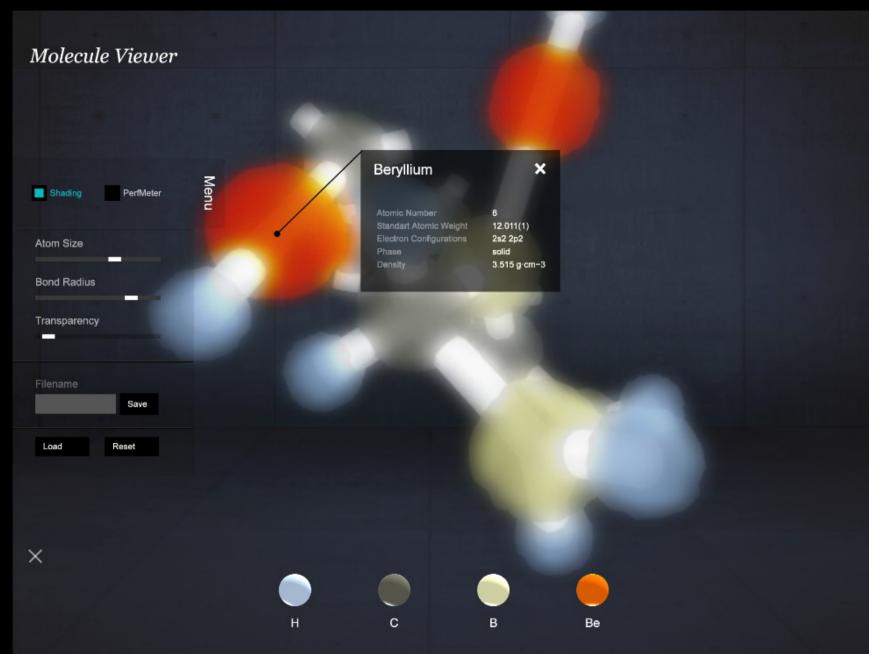
Feynmann

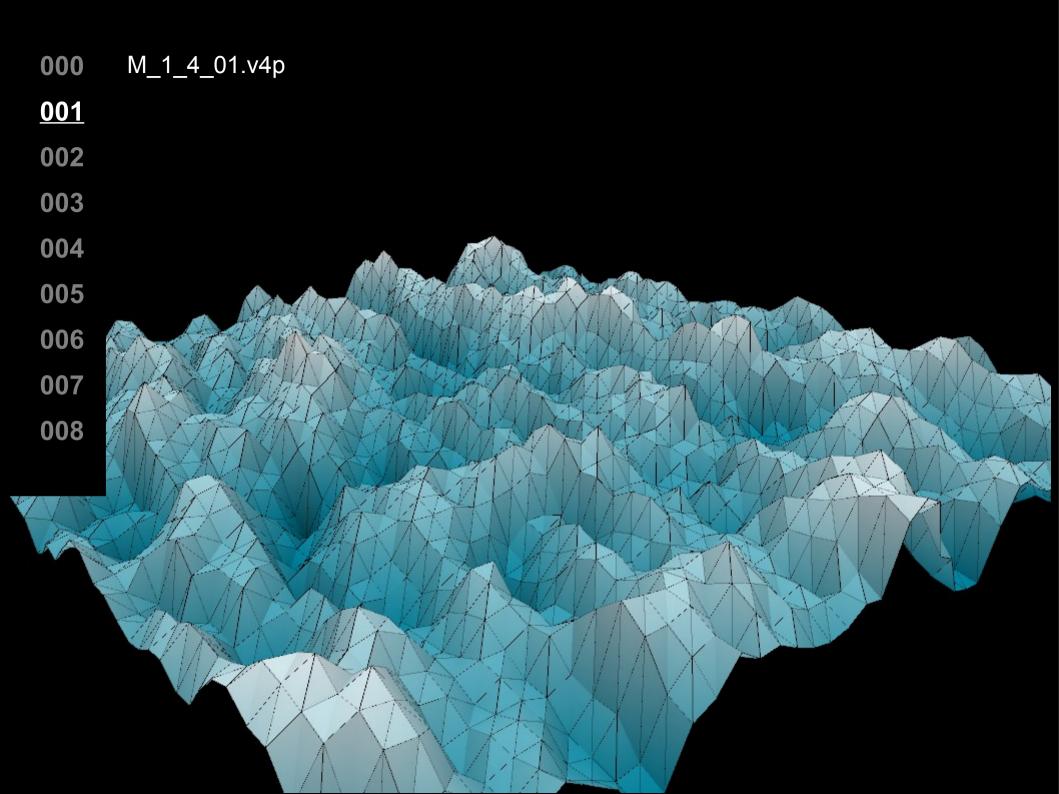






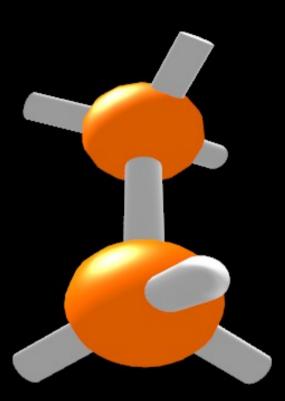
O00 _Viewer.v4pO01

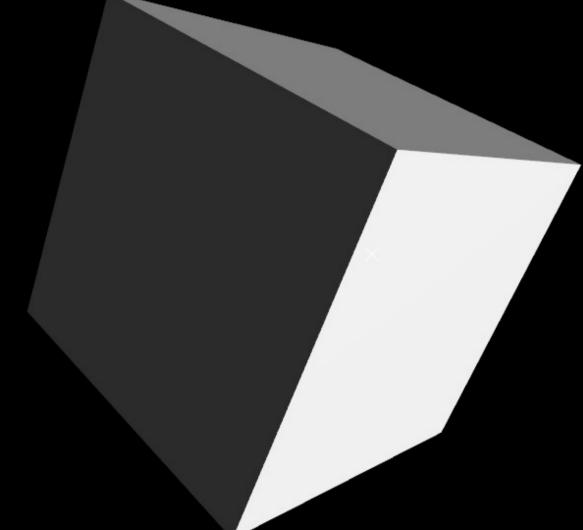




AtomAndBonds.v4p

<u>002</u>





000 001	Atom (Join).v4p Atom (Split).v4p SimpleStorage.v4p
002	
003	
<u>004</u>	
005	Transform
006	
007	

800

0	1.0000
1	2.0000
2	-1.0000
3	-1.0000
4	-1.0000
5	-1.0000
6	-1.0000
7	-1.0000
8	-1.0000
9	-1.0000

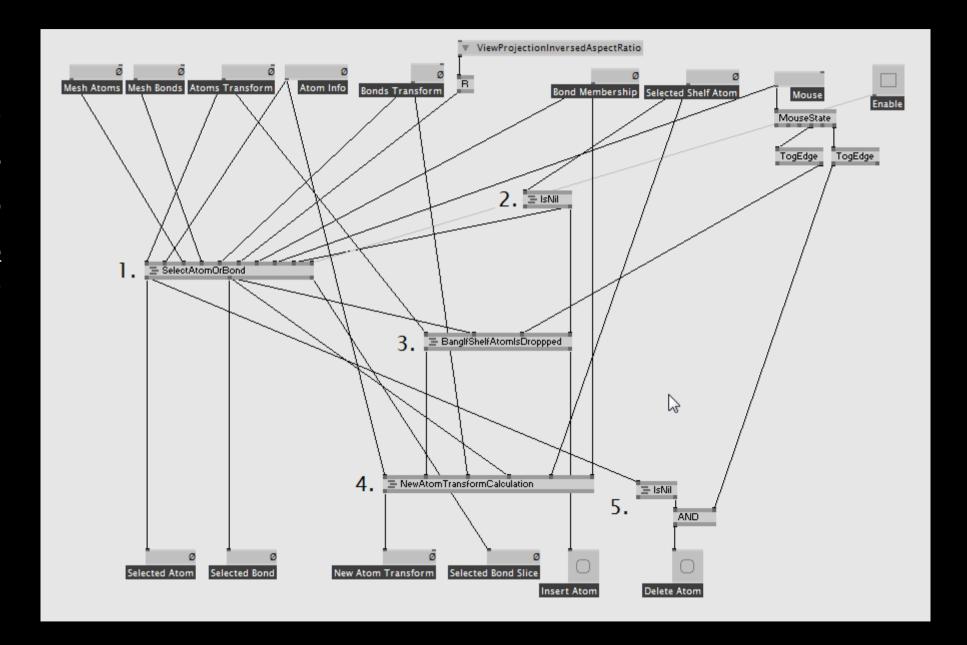
Atom ID
Atom Type
ID of the atom connected to this bond

Kalle

MoleculeLoader.v4p MoleculeWriter.v4p <u>005</u>

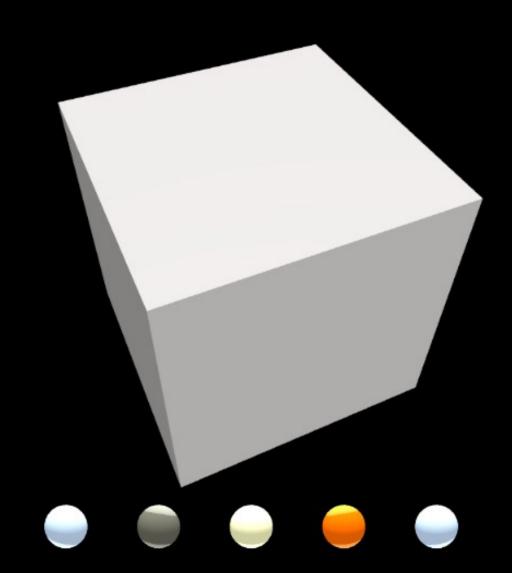
MoleculeController.v4p

<u>006</u>



SimpleShelf_v1.v4p
SimpleShelf_v2.v4p

<u>007</u>





Voting

- 1. Molecule and its MVC
- 2. Shelf and mouse
- 3. Menu and UI elements
- 3. Info Layer
- 4. Camera

Please have a look:

Software Engineering Patterns with vvvv

by Sebastian Oschatz and Nils Buhlert

vvvv.org/documentation/software-engineering-patterns-with-vvvv

box2d playground

by **tgd**

vvvv.org/contribution/box2d-playground

AntTweakBar

by mino

vvvv.org/contribution/anttweakbar

And a one more Quad is for the TextureFX from:

unc lecloneur