

QDE — A visual animation system

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Abstract—A software architecture for a visual animation system is presented. The system allows the creation of visually appealing scenes using a graphical user interface. A node-based graph structure and a sequencer allow compositing and animating elements such as models or bitmaps. For rendering a highly optimized algorithm based on ray tracing is used, which allows the rendering of ray traced scenes in real-time on the GPU. The concept of the node-based graph structure is demonstrated using a prototype application which allows compositing a simple scene using primitives and render it in real-time.