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**“Introducing Proscene-3: A Feature-Rich
Framework for Interactive Environments”**

Abstract:

We introduce the design and implementation of Proscene-3, a highly customizable open source framework for interactive environments comprising three layers: a low-level component providing a set of virtual events which represent all sorts of input sources and the means to bind user-defined actions to them; a mid-level component, implementing a feature-rich set of widely-used motion actions allowing picking & manipulation of objects, including the scene viewpoint; and, a high-level library, exposing those features to the Processing language.

Biography:

Jean Pierre Charalambos Hernandez is Associate Professor at National University of Colombia. Obtained a PhD in computer graphics from Universidad Politecnica de Cataluña, carried out research in interactive visualization of huge data sets at the Institute of Computer Graphics and Algorithms at Vienna University of Technology. Currently interested also in human-computer-interaction. Enjoys science fiction literature, and also playing table tennis and practicing yoga.

Sebastian Chaparro is computer graphics student at National University of Colombia. Proscene3 hacker and code contributor since he took the visual computing course back in 2014. His graduate work involves inverse kinematics and mesh deformations exploring non conventional user interactions, part of which he completed in 2015 at Prof. Zeyun's Biomedical Modeling and Visualization Laboratory at University of Wisconsin at Milwaukee.

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