



OpenSceneGraph

Status Report 2012

The ups and downs of economy, life and project deliverables!

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A tumultuous year

- Apologies for late OpenSceneGraph-3.2
- Second half of 2011 extremely busy with professional work
- Winter 2011/2012 our website host Valencia University is hit by massive cuts, job losses and website support compromised
- First quarter of 2012 busy with working on new hosting, website technology to replace failing old website and server
- Second quarter of 2012 personal matter make it one of the toughest of my life...



Getting project back on track

- After very stressful few months will be easing myself back into project work
- Priorities:
 - Merging submissions
 - Progress towards OpenSceneGraph-3.2
 - Steadily move across to new Joomla website
 - Move across to using git and github



OpenSceneGraph-3.2

- Bug fixes galore
- Improvements to osgVolume + Dicom support
- Improvements to osgManipulator, now more flexible
- Improvements to osgPresentation and Present3D, new features include better volume rendering support and image sequences
- Improvements to OpenGL ES, iOS and Android support
- Improvements to osgShadow...



Improved osgShadow

- New ViewDependentShadowMap technique
 - Allows combinations of orthographic, perspective shadow maps and parallel split or cascaded shadow maps
 - Far more robust extents and projection computation
 - Best all round shadow quality and performance



iOS + Android

- Number of community using iOS and Android has shot up in the last year
- Main contributors are active improving the experience for their own apps, submissions pending to improve things for everyone.
- Key improvement will be better automatic shader generation



Timing of 3.2 release

- Through August will merge submissions and start making 3.1.x dev release
- Community testing of 3.1.x dev series crucial for rate of convergence
- Perhaps September onwards for release



New Website/Server

- Current Host University of Valencia struggling with funding cuts, departments decimated
- Move to using Dreamhost as server
- Move to using Joomla for website
- Using openscenegraph.com to prototype new website
- Community needs to help populate and edit new website
- Volunteers make yourself know via osg-users forum/ mailing list



Personal Goals for 2012/13

- Signed up for a 2 year project to develop 3D immersive presentation software for medical teaching
- Revamped osgPresentation NodeKit
- Scriptable high level presentation objects
- User interface for creating presentations
- Potential for reuse outside of Present3D for simple 3D apps that don't require low level control of scene graph.



Personal Goals for 2012/13 cont.

- Improvements to osgShadow
- New infrastructure for high level render to texture effects with multi-threading support
- Infrastructure to work with shadows, deferred rendering, depth of field etc.
- Return to tackling shader composition
- More seamless handling of OpenGL ES 2.x and OpenGL 3.x + 4.x



Personal Goals for 2012/13 cont.

- Getting back to being a Dad with three healthy children!
- Work on distributing workload better amongst the community so we don't see big gaps in project support and development
- Have fun as part of wonderful community!



Summary

- OSG community not immune from recession and cut backs
- Personal matters sometimes eclipse professional matters, it's part of life
- We are resilient, community steps up when needed
- OpenSceneGraph 3.2 release will be a great release, aim to release in Autumn.
- The new website is going to be Awesome!
- We need YOU to help make it so!