Objective:
Shape Grammars are a powerful tool to procedurally generate geometry, but grammar rules are notoriously hard to write, and even harder to write efficiently. Your job would be to extend the existing editor to create an abstract syntax tree - representation (AST) from the scripting language, modify that AST to improve the performance of the grammar and translate the modified AST to a format used for our Shape Grammar System.

Qualifications:
- experience with modern C++
- understanding of modern graphic APIs (OpenGL)
  + experience with AntLR or boost::spirit
  + understanding of compiler construction

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