

Abstract Submitted  
for the TSS15 Meeting of  
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**W4 - Computational Modeling in VPython** RUTH CHABAY,  
BRUCE SHERWOOD, North Carolina State University — VPython is a programming environment that allows both students and instructors to generate navigable 3D animations as a side effect of physics calculations. Participants will learn to write simple VPython programs, which can run in a browser, to model physical systems. We will show examples of three different environments (standard Python, GlowScript, and iPython notebooks) in which VPython programs can be created. No previous programming experience is needed. Participants should bring their own laptops.

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