



Delphi Academy

Dicas rápidas, truques e técnicas

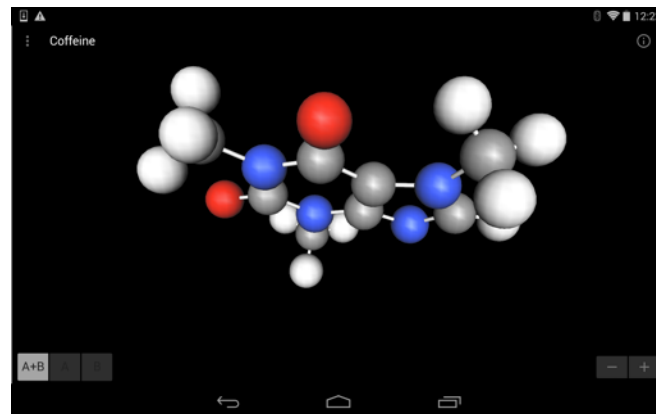
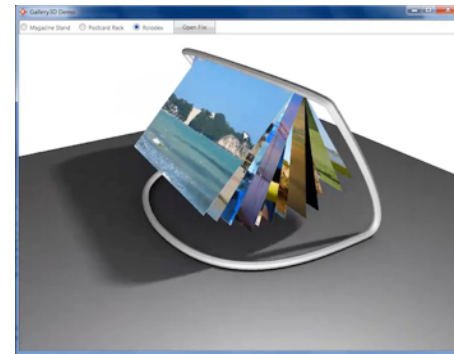
Visualização de Dados com Firemonkey 3D

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AGENDA

- Conceitos Básicos do FireMonkey 3D
- Minha Primeira Aplicação 3D
 - Criando, Compilando e Distribuindo
- Uma Aplicação Completa
 - *Molecule Hero* – Visualizador Interativo de Elementos Químicos

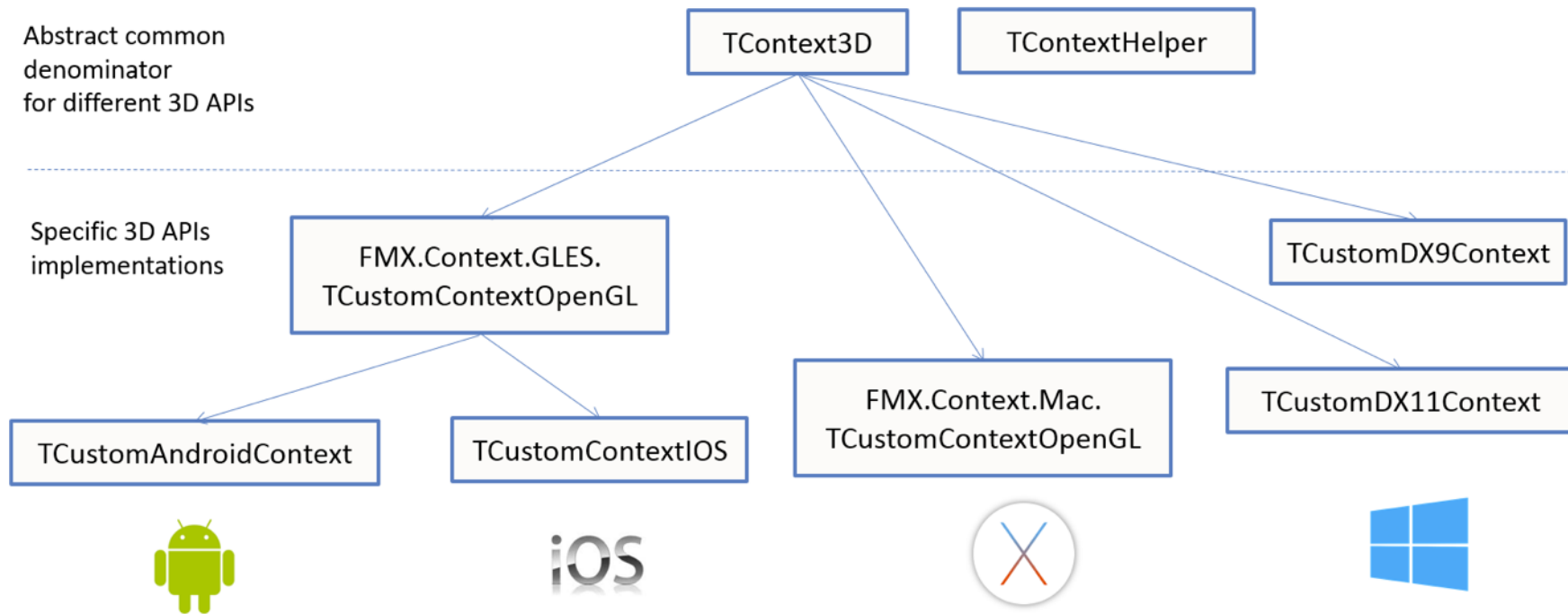


FIREMONKEY 3D – ARQUITETURA MULTIPLATAFORMA

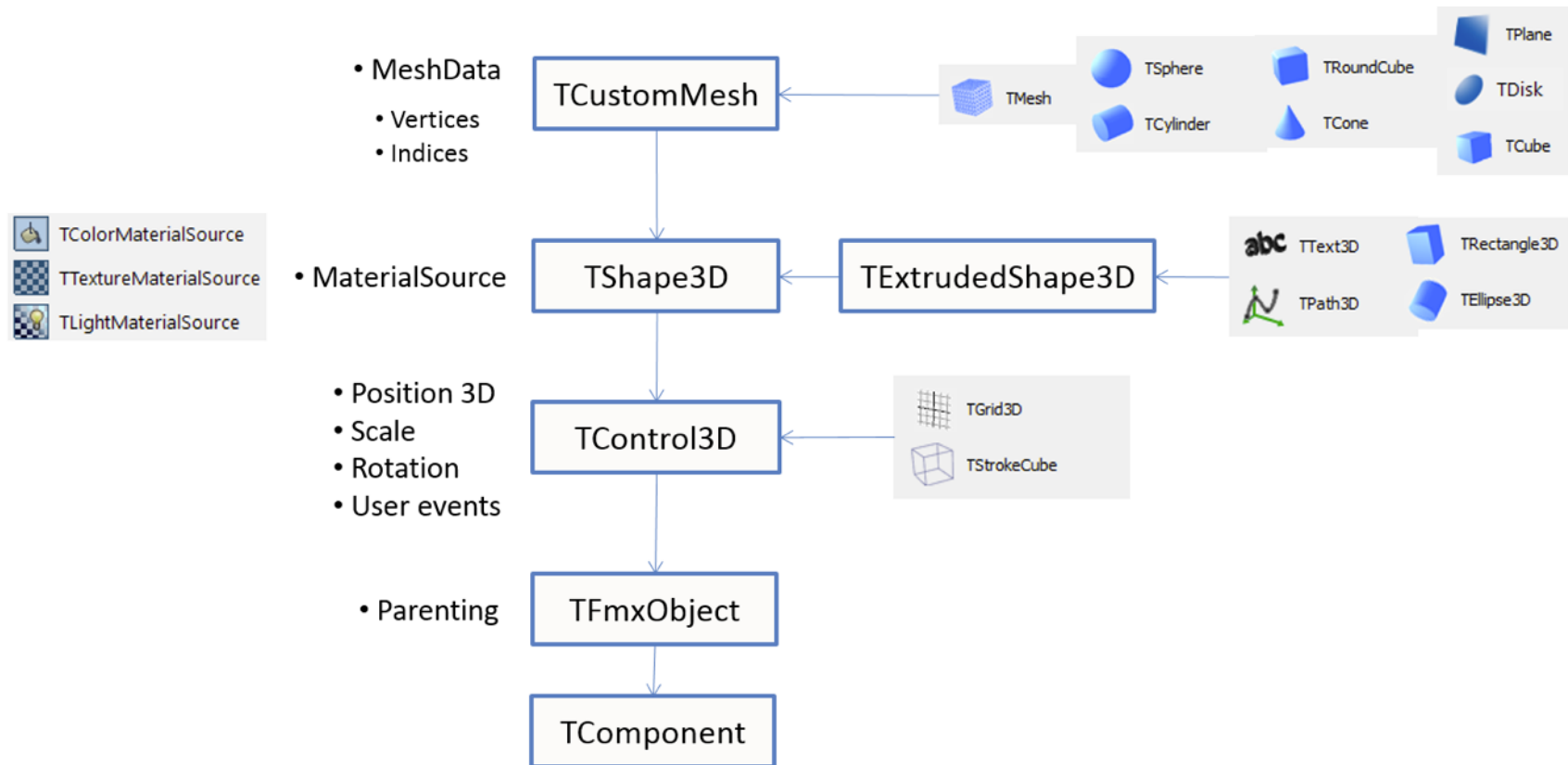


FIREMONKEY 3D – ARQUITETURA MULTIPLATAFORMA

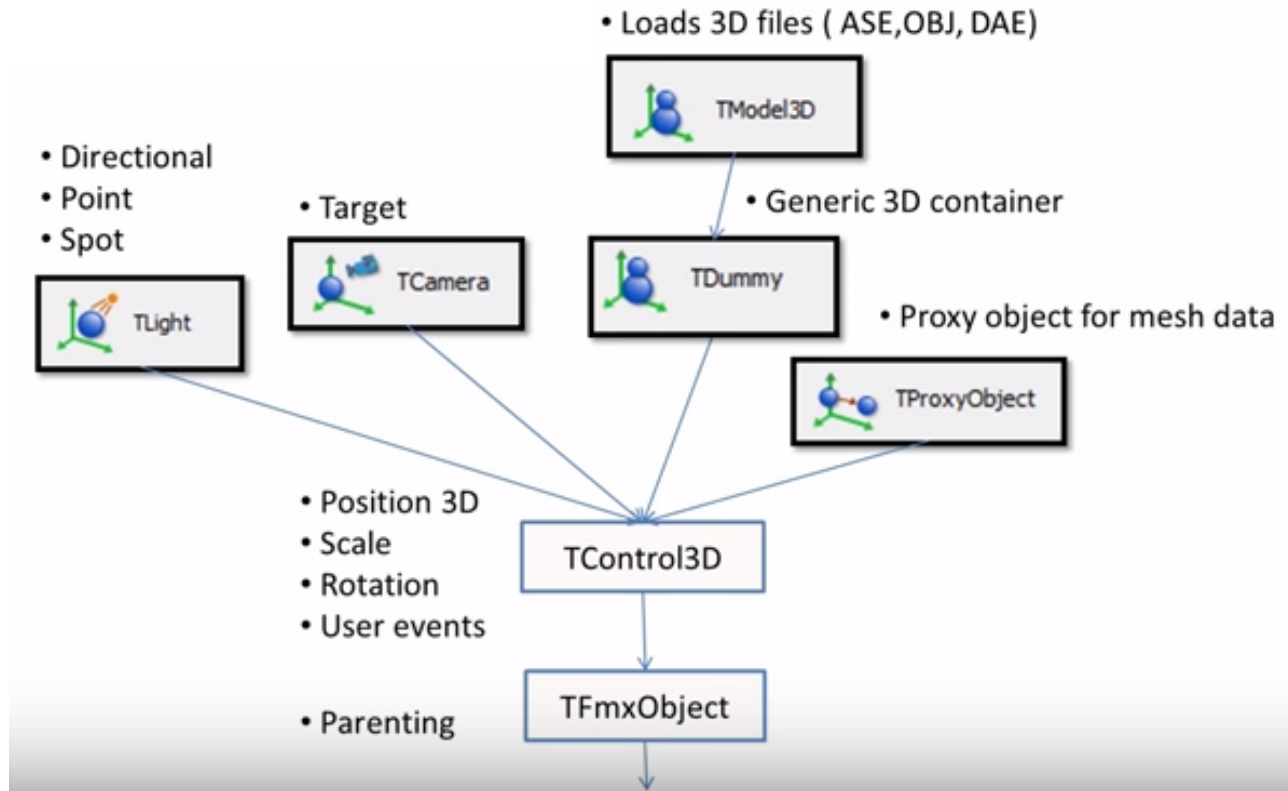
Abstract common
denominator
for different 3D APIs



FIREMONKEY 3D – HIERARQUIA DE OBJETOS



FIREMONKEY 3D – OBJETOS 3D ESPECIAIS



Mãos a Obra!

DEMOS

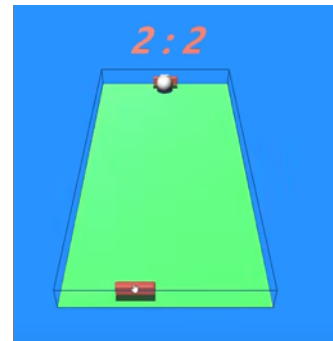
Recursos Adicionais 1/2

■ Documentação

- [http://docwiki.embarcadero.com/RADStudio/Berlin/en/Creating_the_User_Interface_\(FireMonkey_3D_Tutorial\)](http://docwiki.embarcadero.com/RADStudio/Berlin/en/Creating_the_User_Interface_(FireMonkey_3D_Tutorial))
- http://docwiki.embarcadero.com/RADStudio/Berlin/en/Tutorial:_Creating_a_FireMonkey_3D_Application

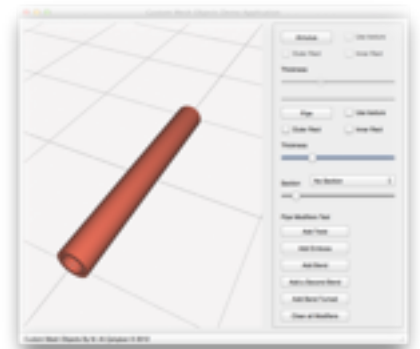
■ Blogs & Tutoriais

- Como usar *Câmeras* em uma Aplicação FireMonkey 3D
 - <https://www.youtube.com/watch?v=bjflkb1GzaM>
- PingPong 3D em FireMonkey 3D
 - <https://www.youtube.com/watch?v=Wzez2jxPf0s>
- Cubo de Rubik em FireMonkey 3D
 - <https://www.youtube.com/watch?v=5cAHCT6nJ0k>
 - <http://community.embarcadero.com/blogs/entry/rubiks-cube-application--online-event-le-dev-du-jeudi-episode-7-185>



Recursos Adicionais 2/2

- Criando Componentes/Formas 3D em FireMonkey
 - <https://delphiscience.wordpress.com/2012/11/14/making-a-pipe-with-bend-feature-using-delphi-firemonkey/>
- SO Engine (ShadowEngine)
 - <https://github.com/dimsa/ShadowEngine>
 - <https://play.google.com/store/apps/details?id=com.ShadowEngine.AsteroidsVsYou#details-reviews>



OBRIGADO!

Perguntas?

Você pode me encontrar em:

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