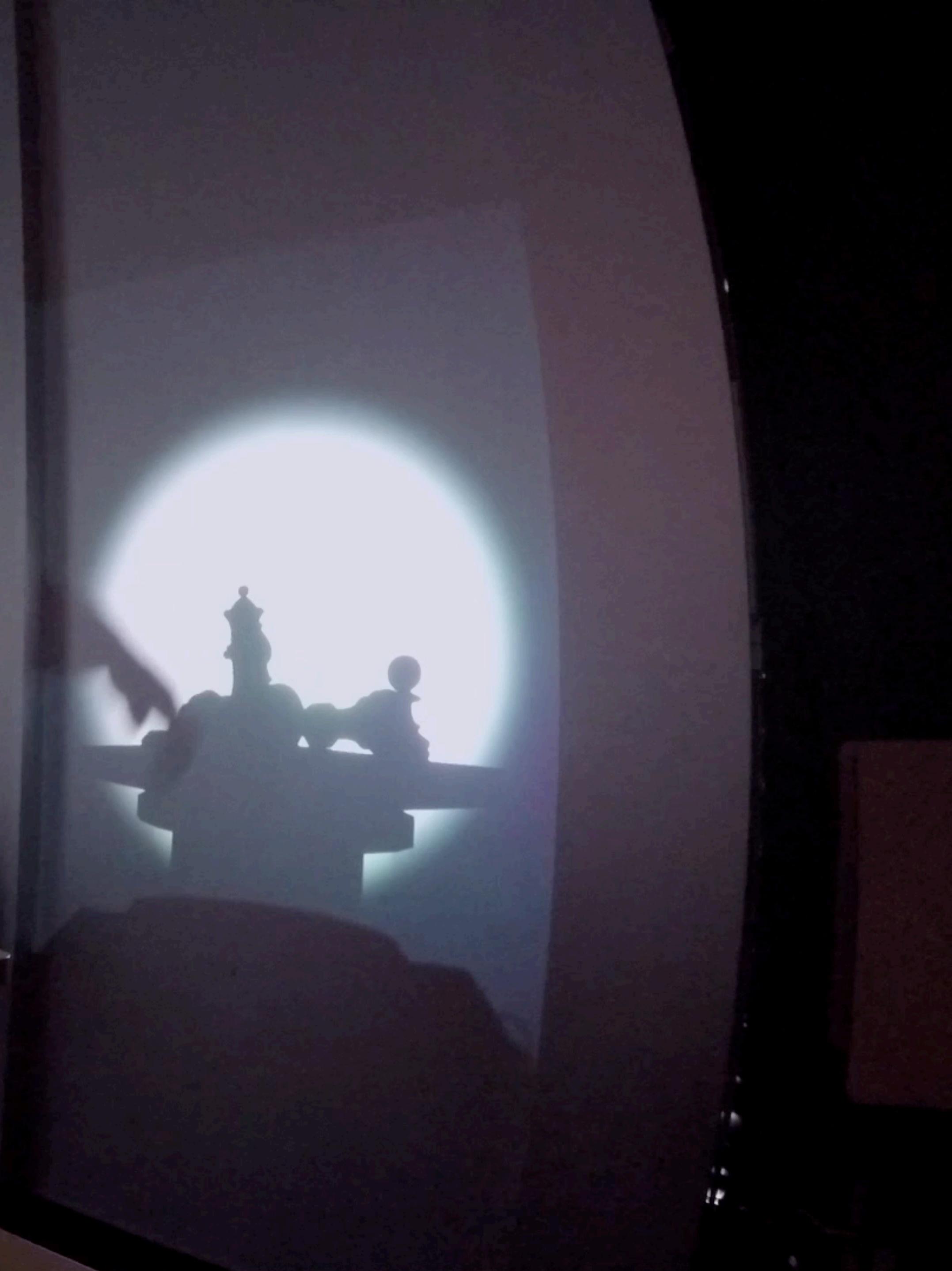


# 影の博物館

2017 大宮祭解説

# 影の博物館

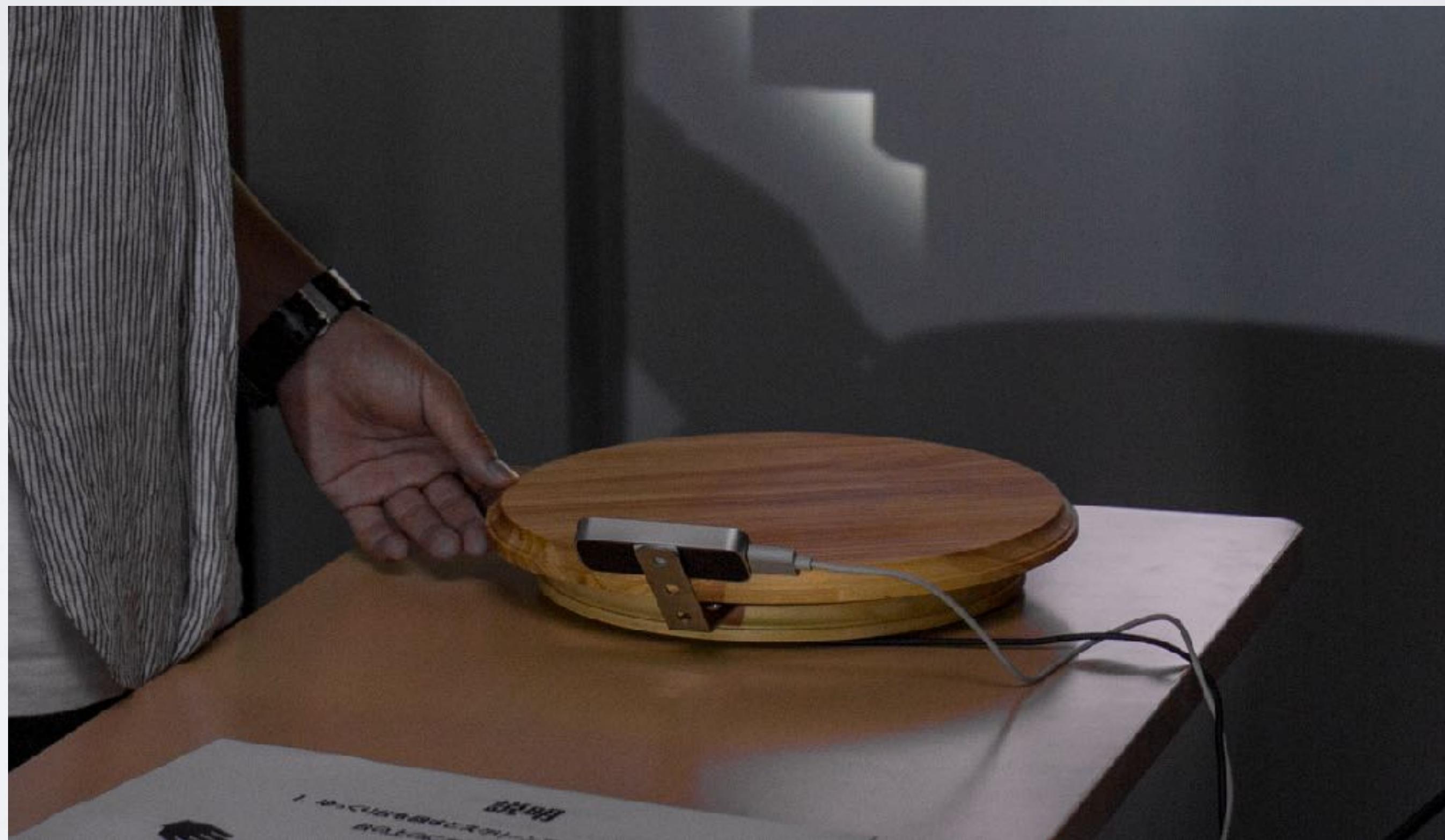




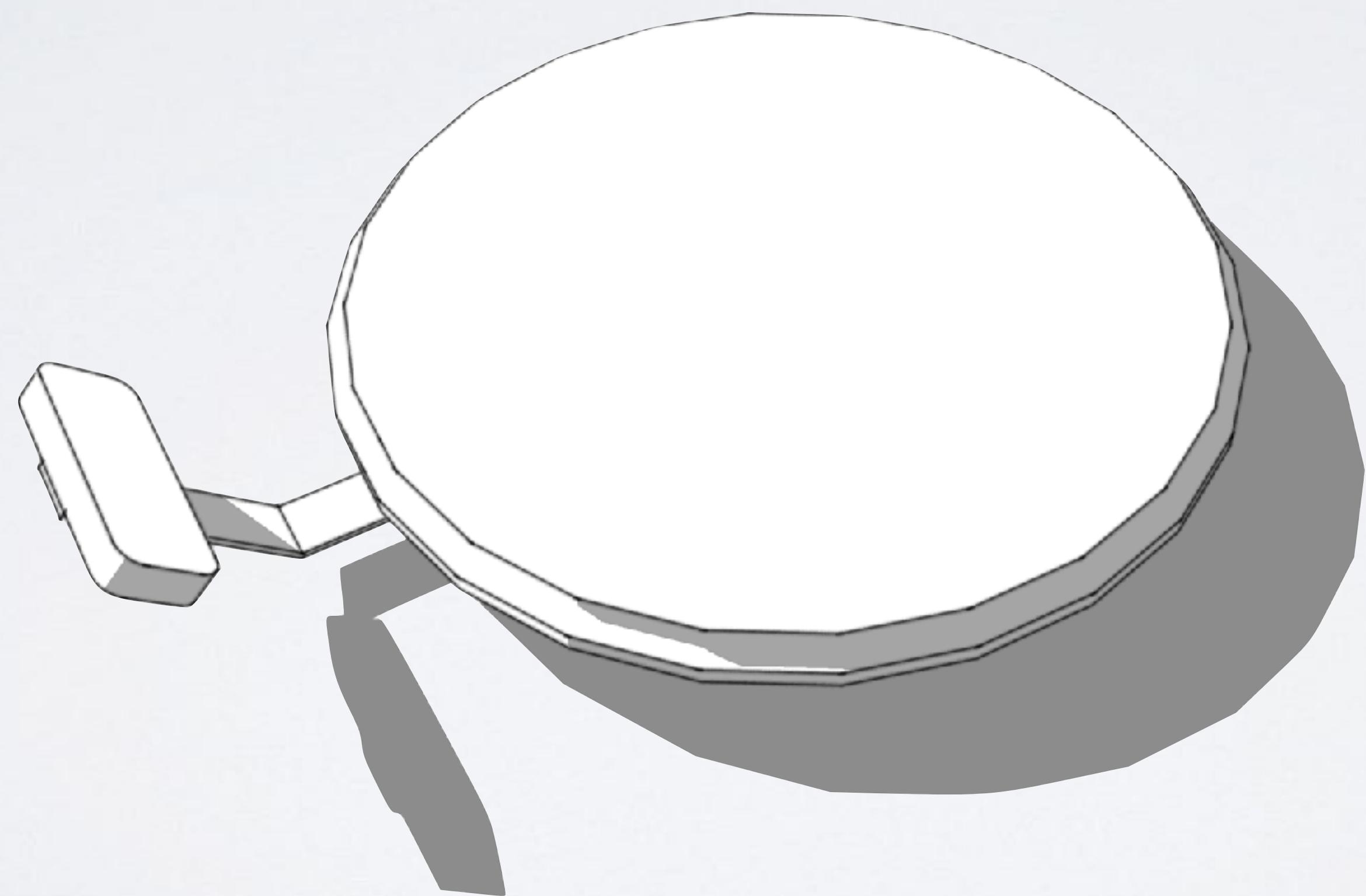
# 影の博物館の仕組み

- ハードウェア
- Unity 3D
- Leap Motion ライブラリ
- 3Dモデル

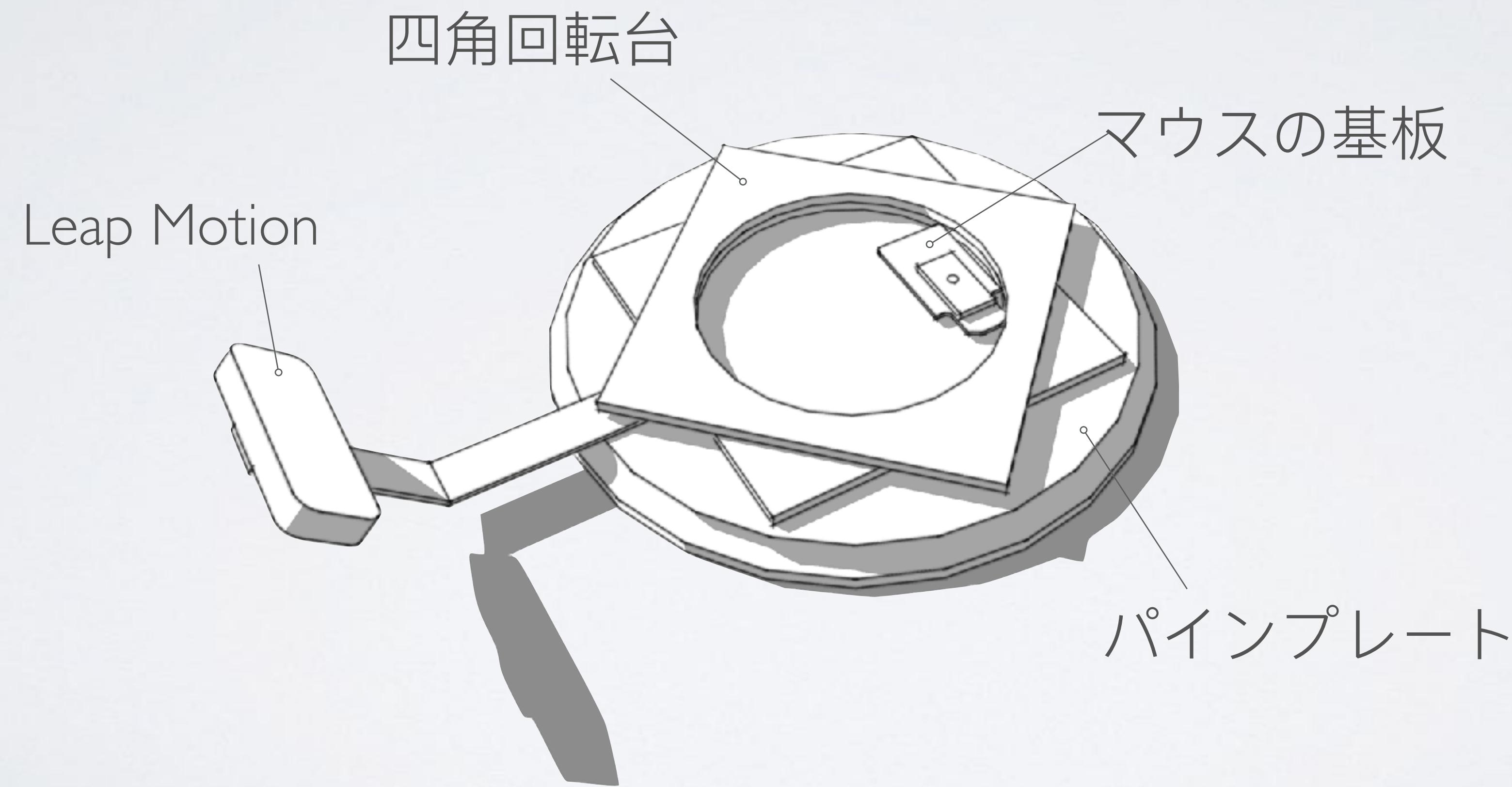
# ハードウェアの仕組み

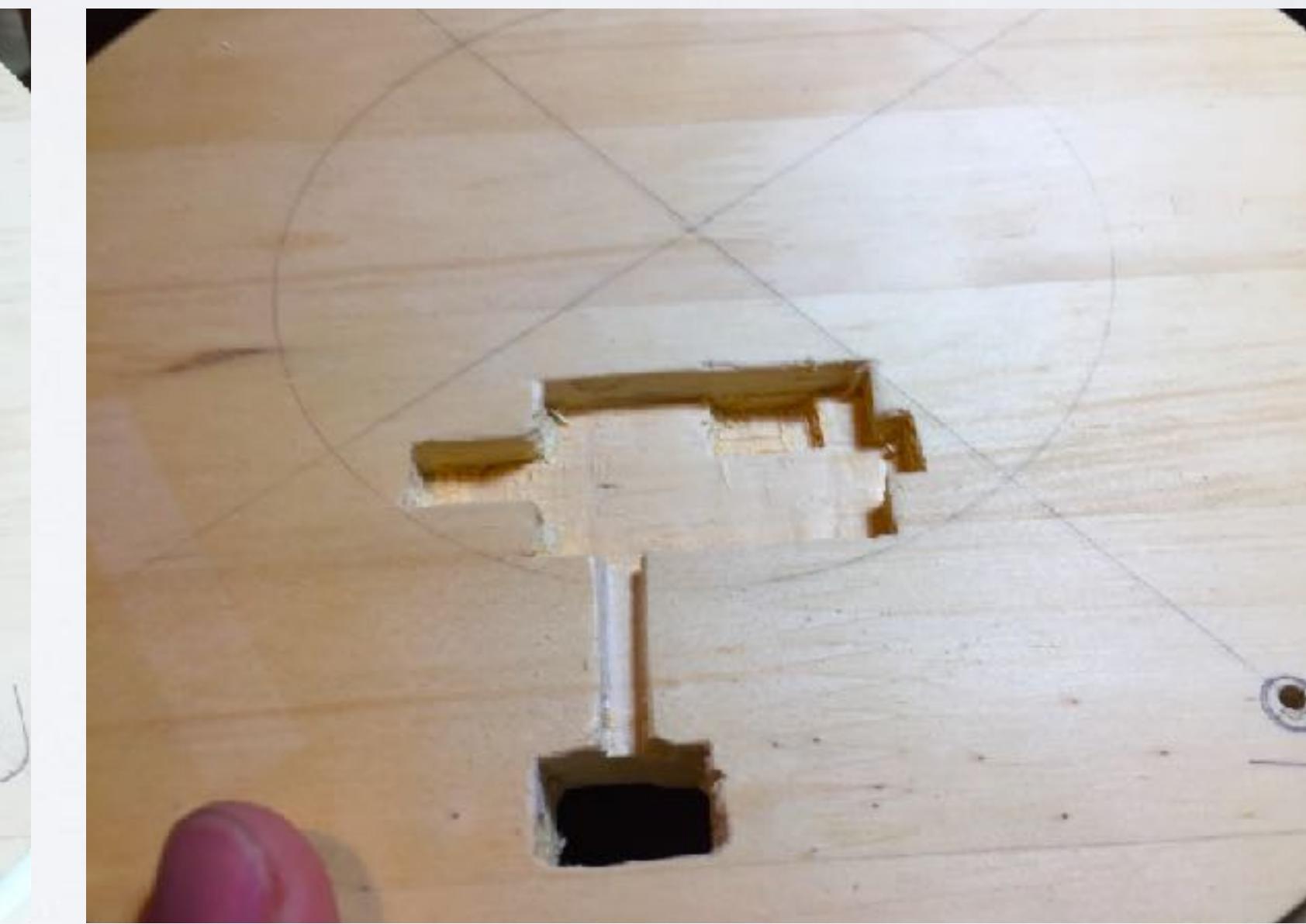
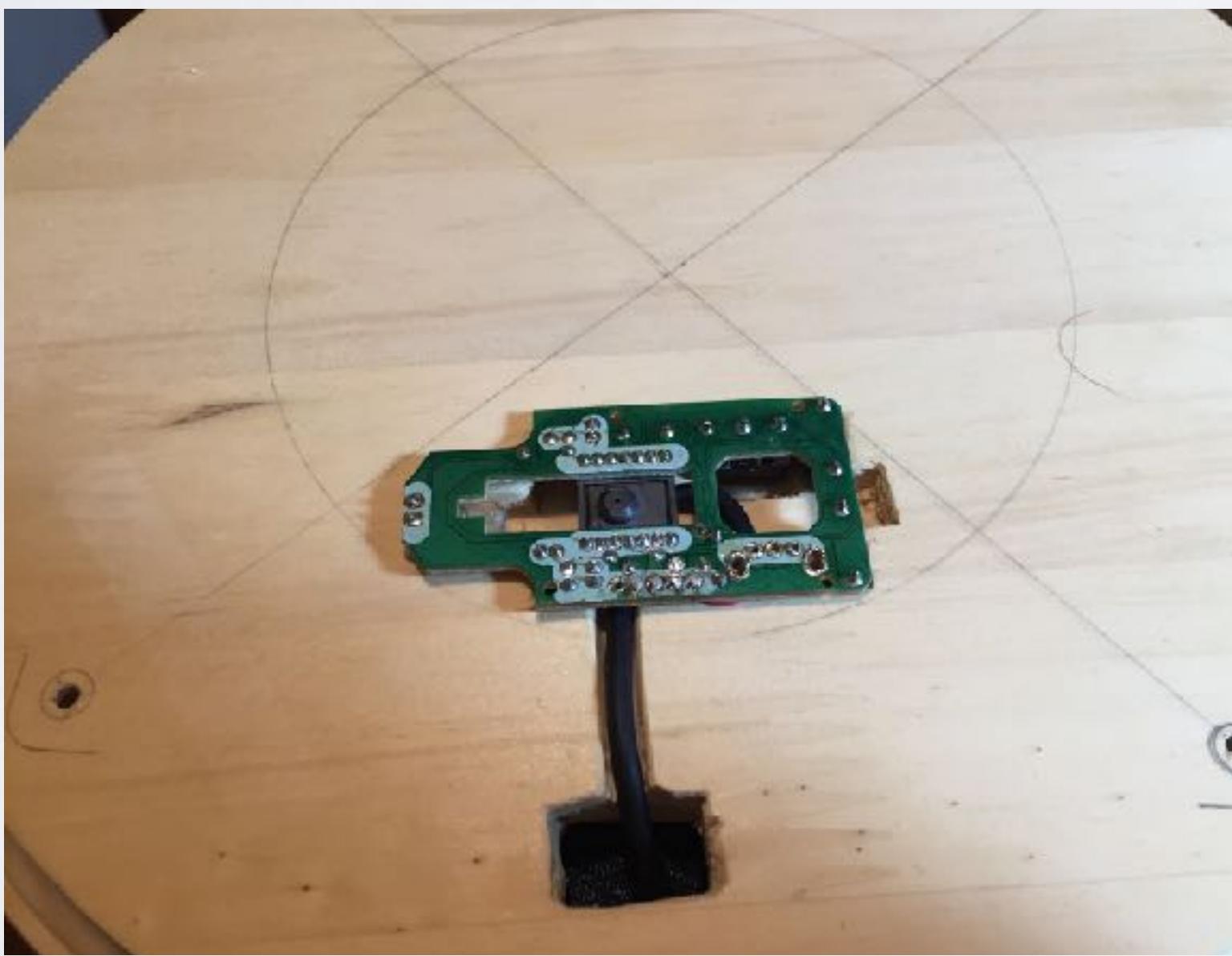
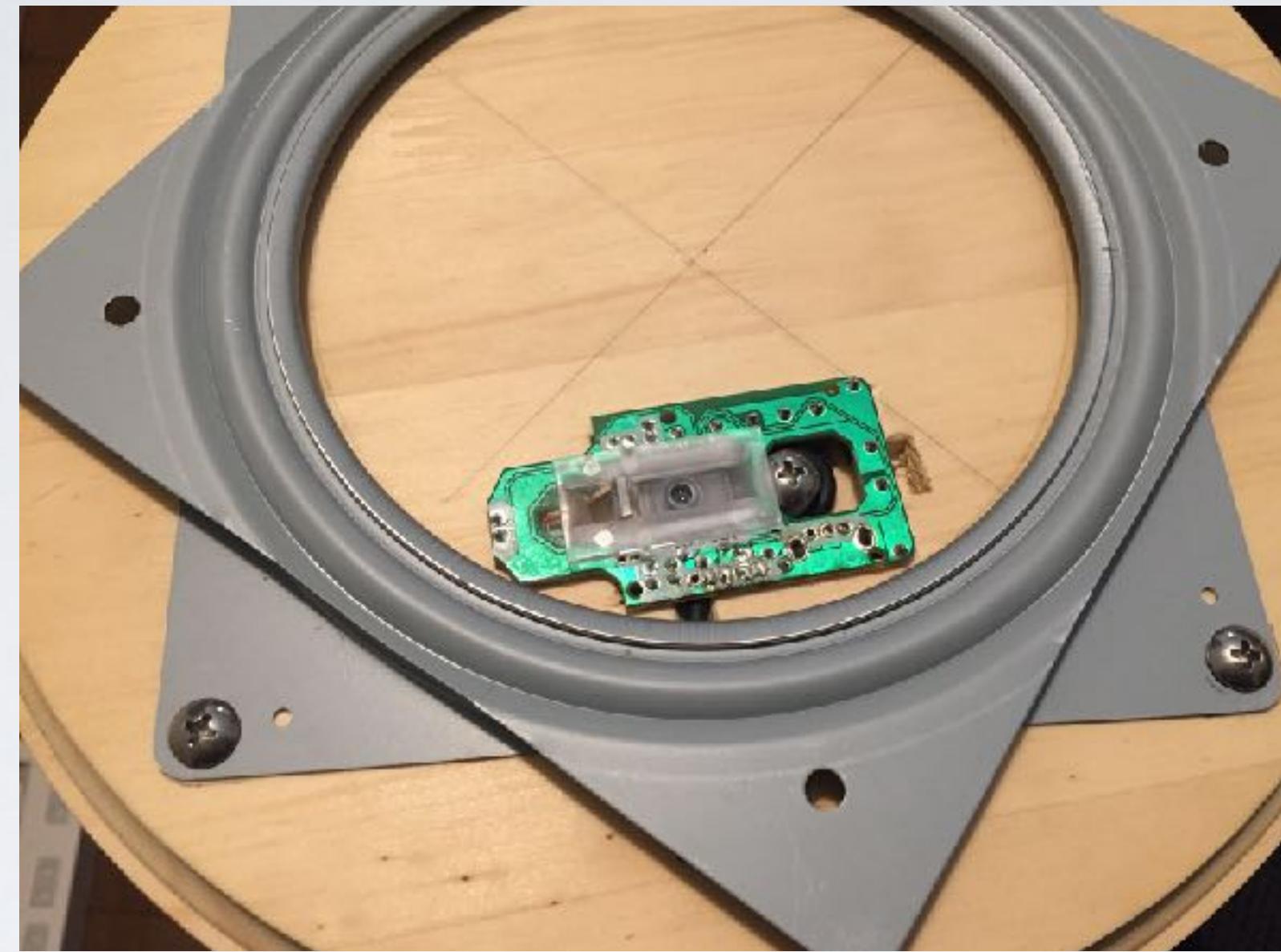


# ハードウェアの仕組み



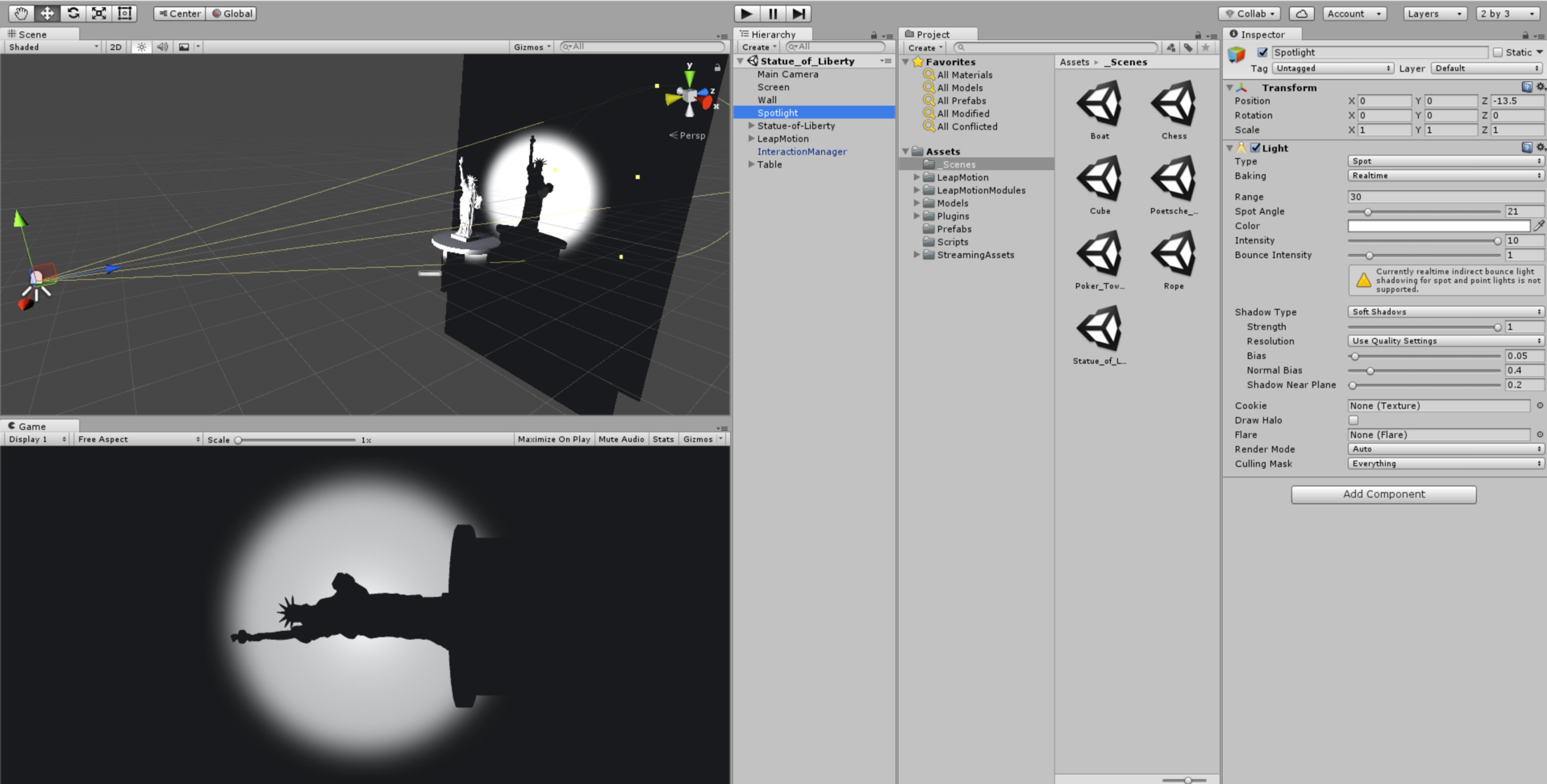
# ハードウェアの仕組み







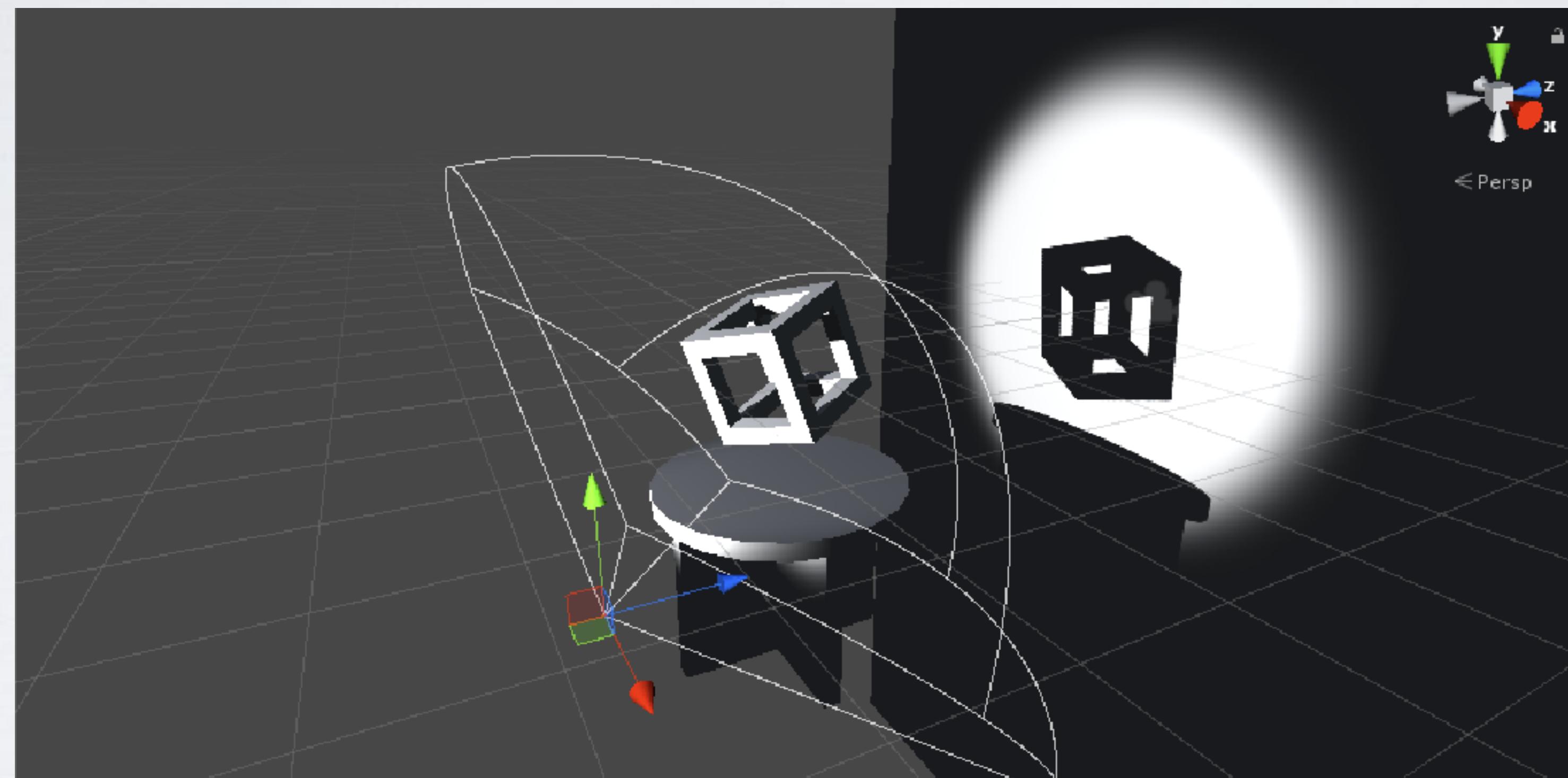
File Edit Assets GameObject Component Window Help



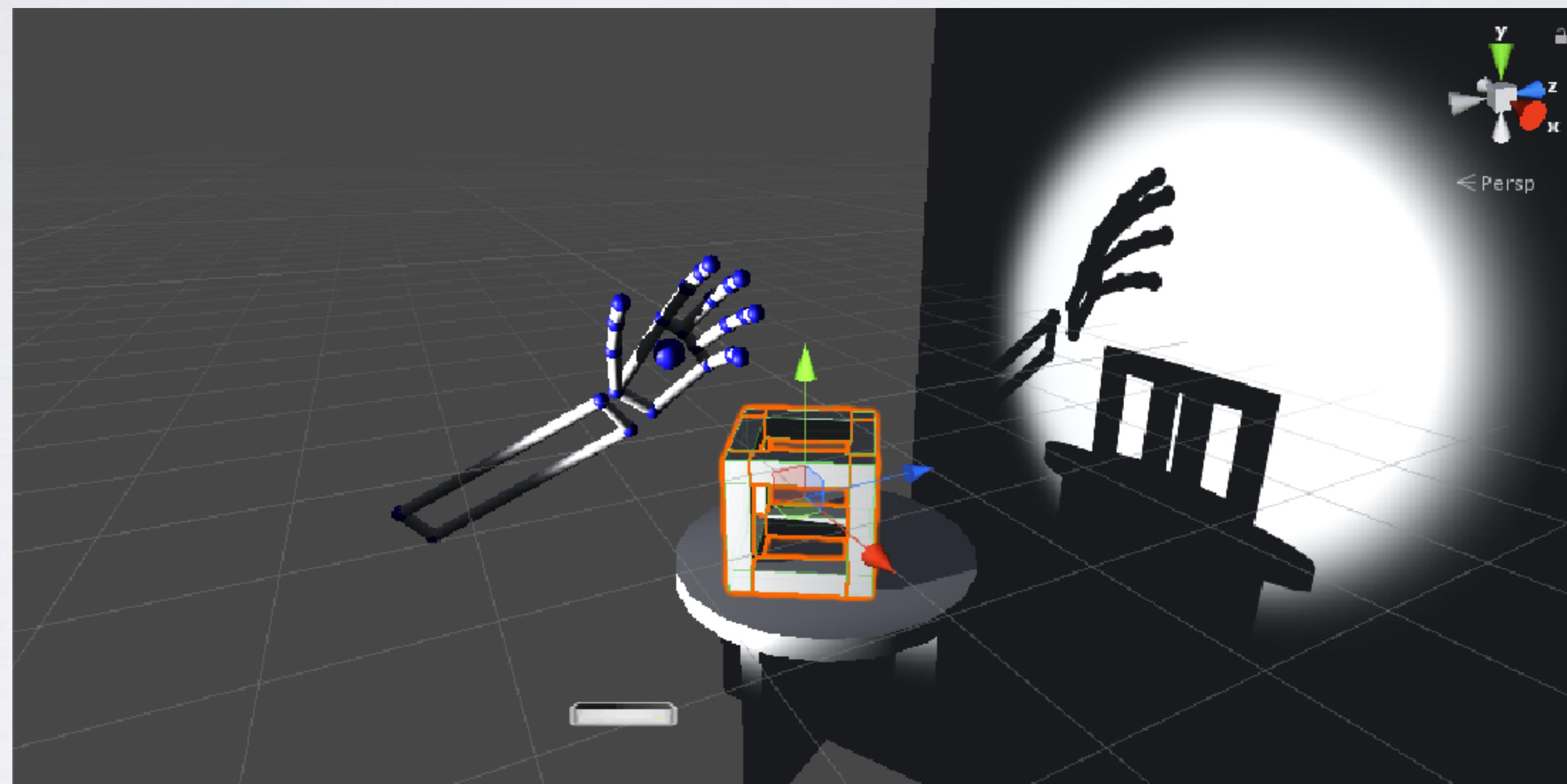
# Leap Motion ライブライ

- Unity Core Assets
- Leap Motion Interaction Engine

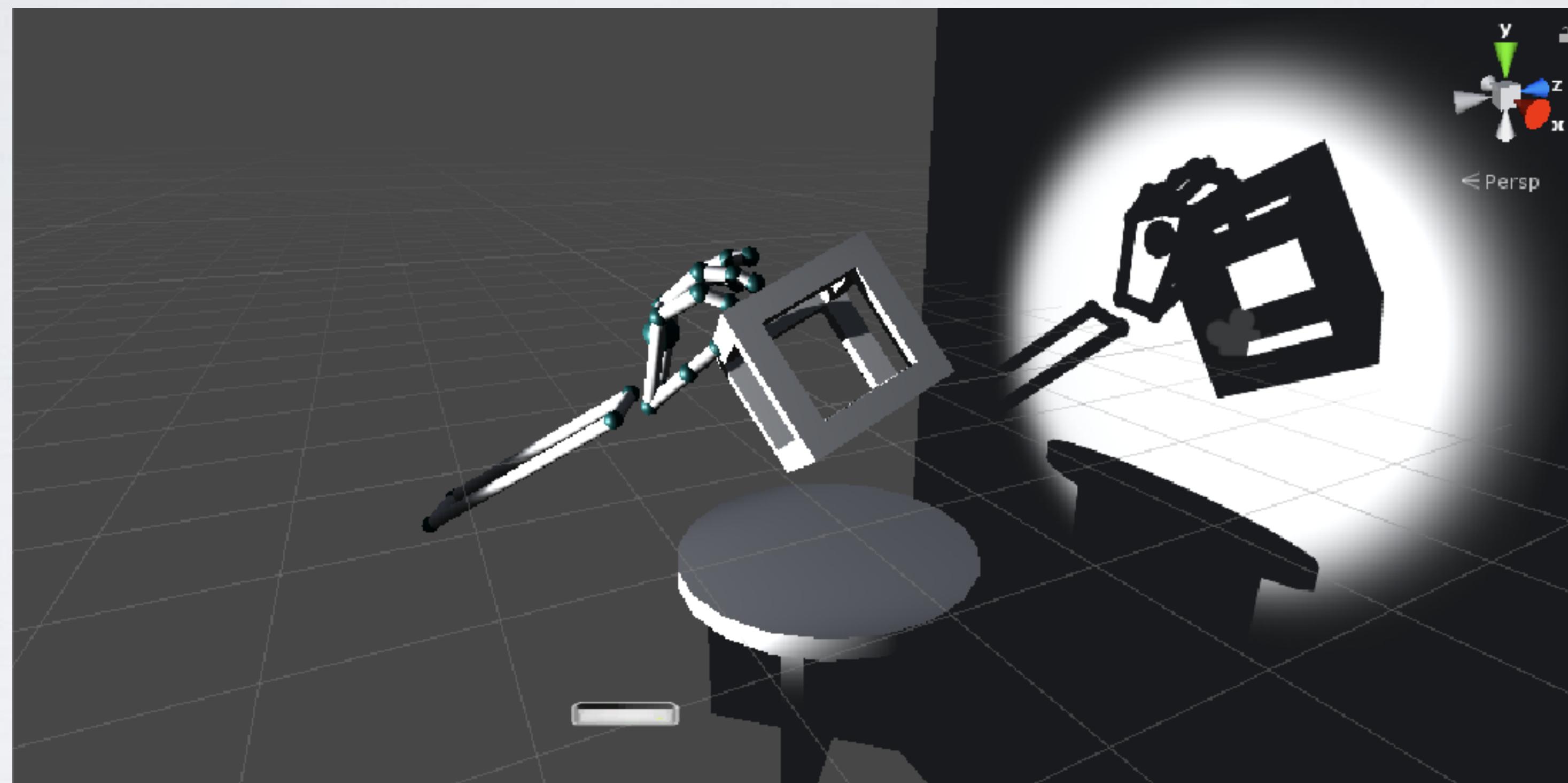
# Unity Core Assets

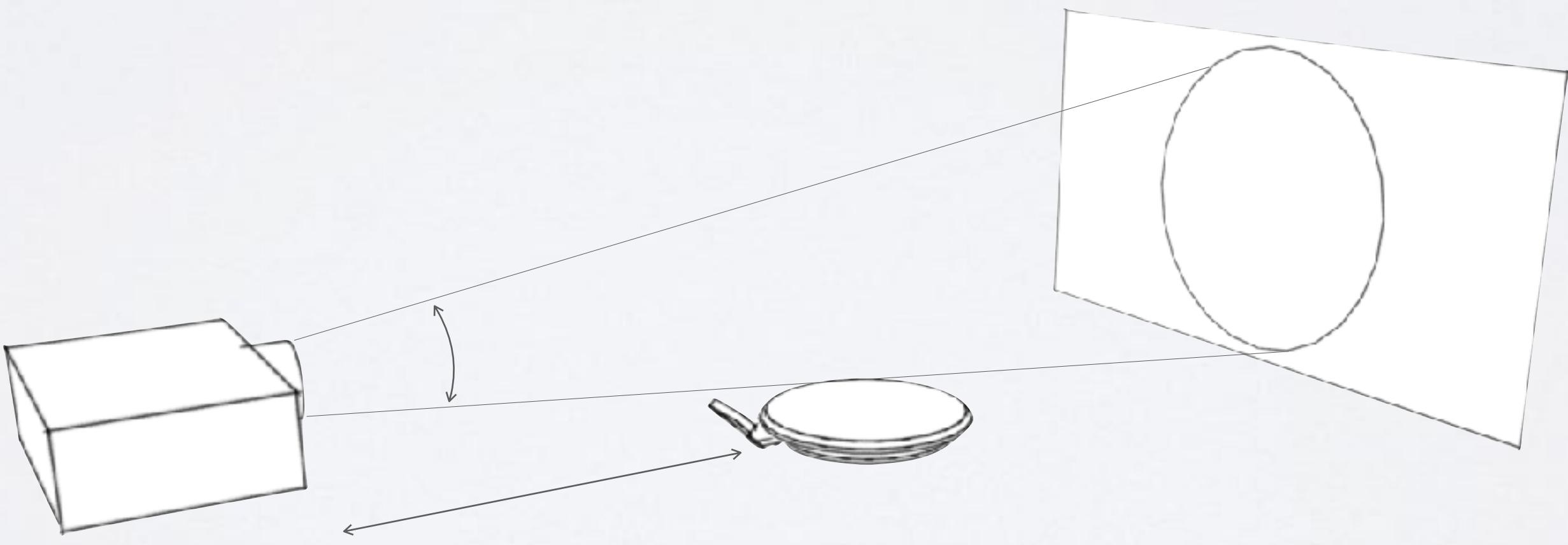
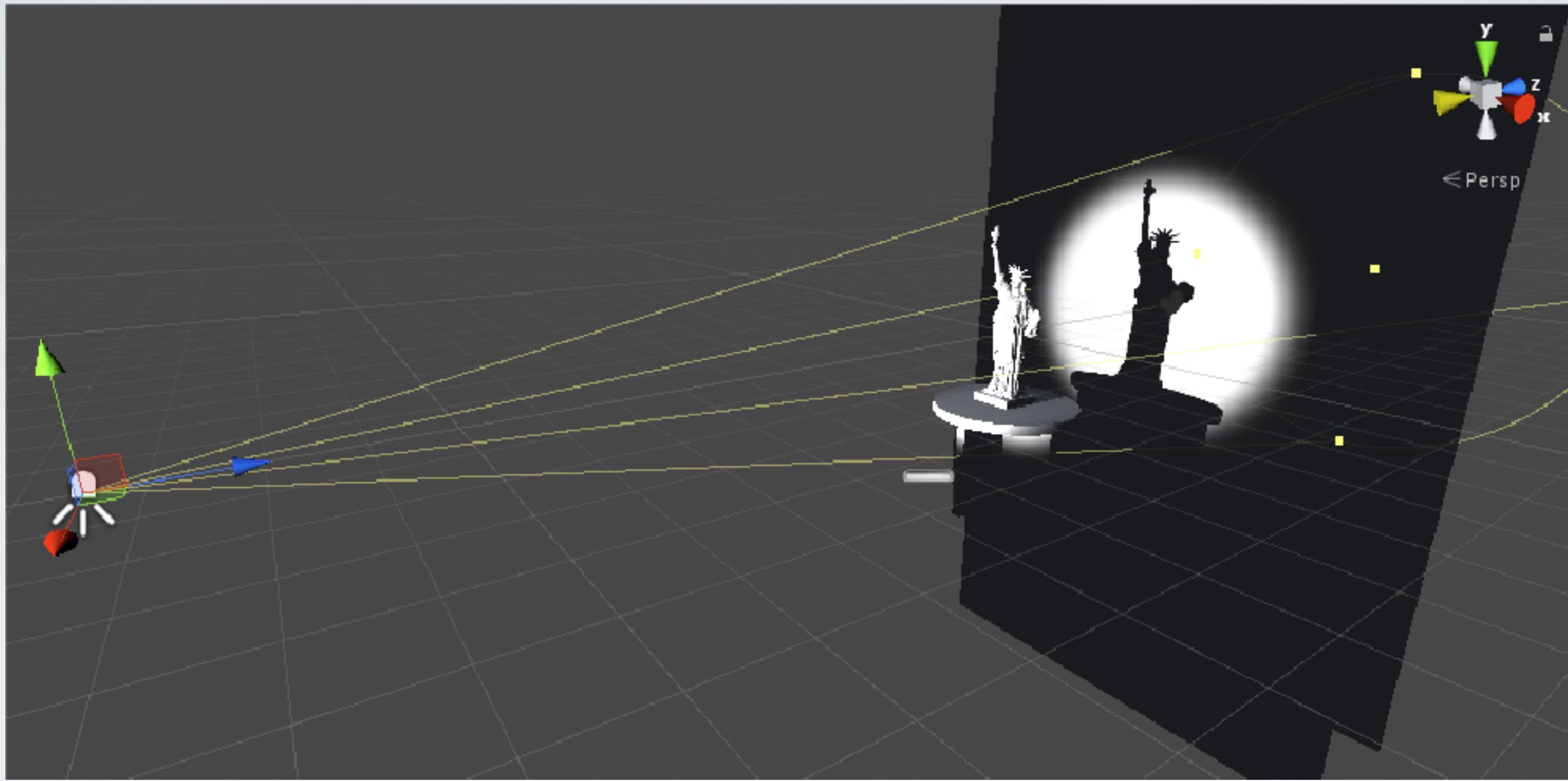


# Unity Core Assets



# Leap Motion Interaction Engine





# 3D モデル

- <http://threedscans.com/>
- <https://sketchfab.com/>

# Blender



# Thanks for watching

- ハードウェア
- Unity 3D
- Leap Motion ライブライ  
  - Unity Core Assets
  - Leap Motion Interaction Engine
- 3Dモデル  
  - <http://threedescans.com/>
  - <https://sketchfab.com/>

