

Presentation of the Practical Study

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November 26, 2014

1 Introduction

- Our subject
- Existing technologies
- Specifications

2 Our graphic solution

3 The technology : the engines

- Unity
- Others

The compatibility

We have to export our data to Unity.

All the softwares allows us to export at the right format to use it in Unity after.

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Introduction
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Existing
technologies
Specifications
Our graphic
solution

The
technology :
the engines
Unity
Others

Project PS4 : The PlayRoom (actually available)

Our goals

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Anything

Unity

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IDE toolkit with assets, basically a framework.

OpenGL

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API hardware oriented.