

# Presentation of the Practical Study

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## 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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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.