

GODOT

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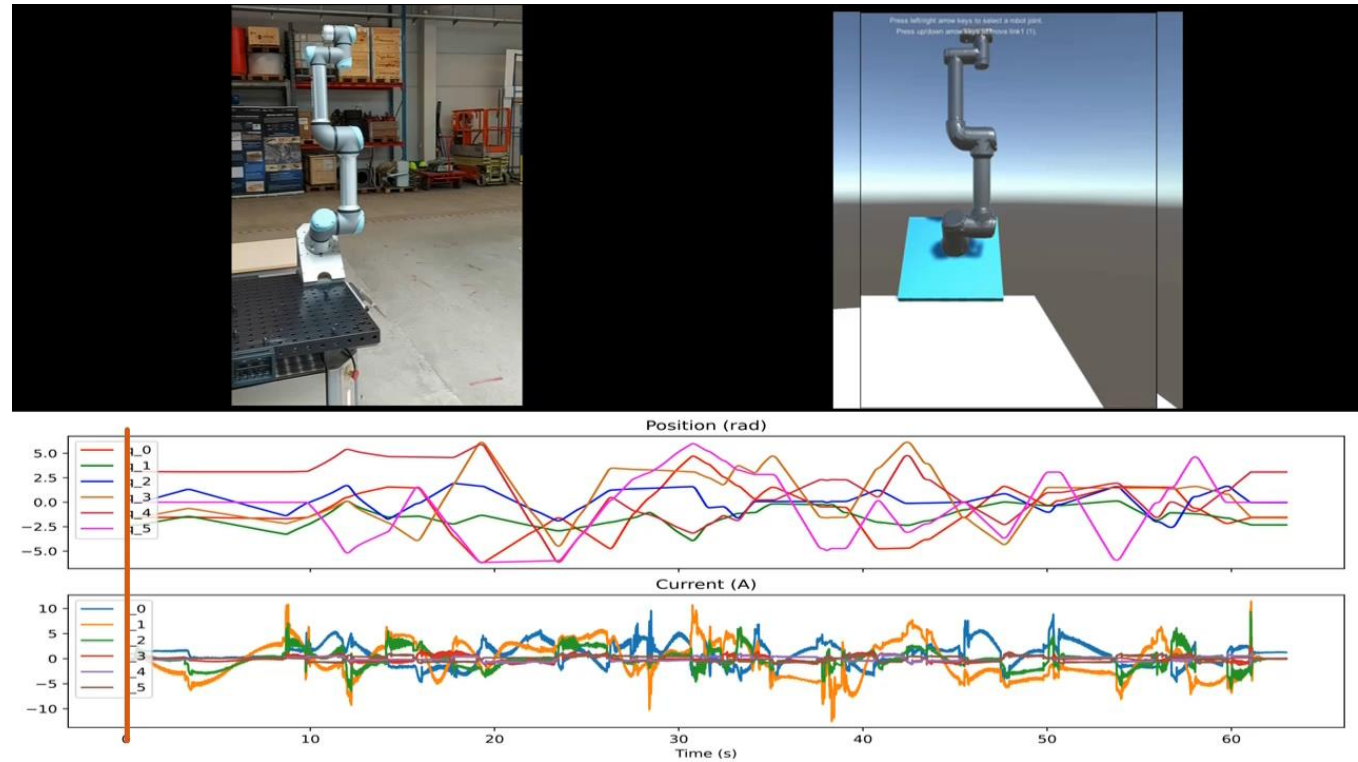
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MOTIVATION

3D visualization challenges
Data best visualized in 3D



WHAT IS GODOT?

Open-source. Create interactive 3D scenes

- + 2D scenes

Supports different languages

- GDScript – dynamic typing
- No need for extensive coding

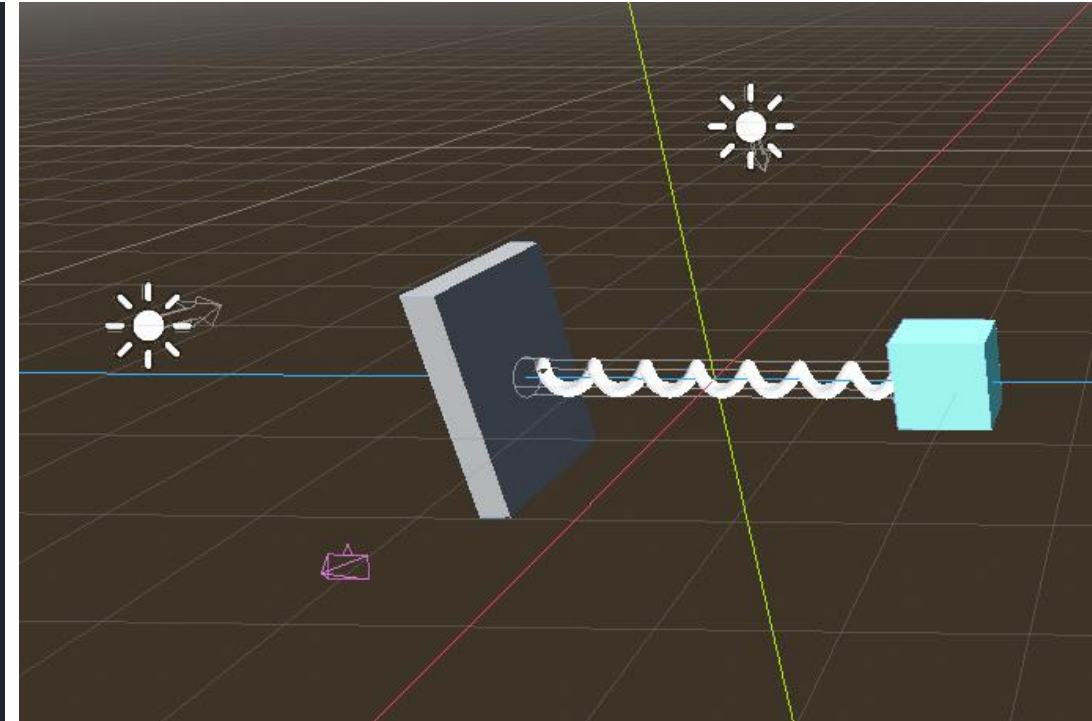
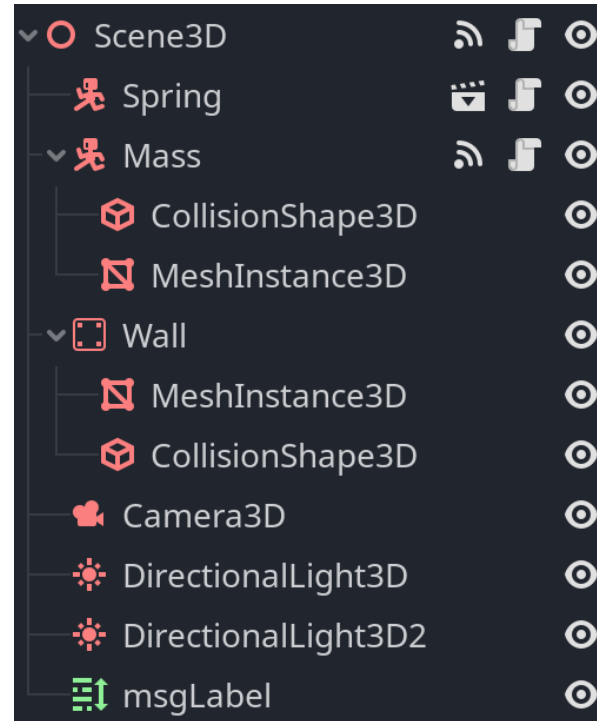
Quick implementation of 3D scenes



KEY CONCEPTS

Nodes

- Tree structure



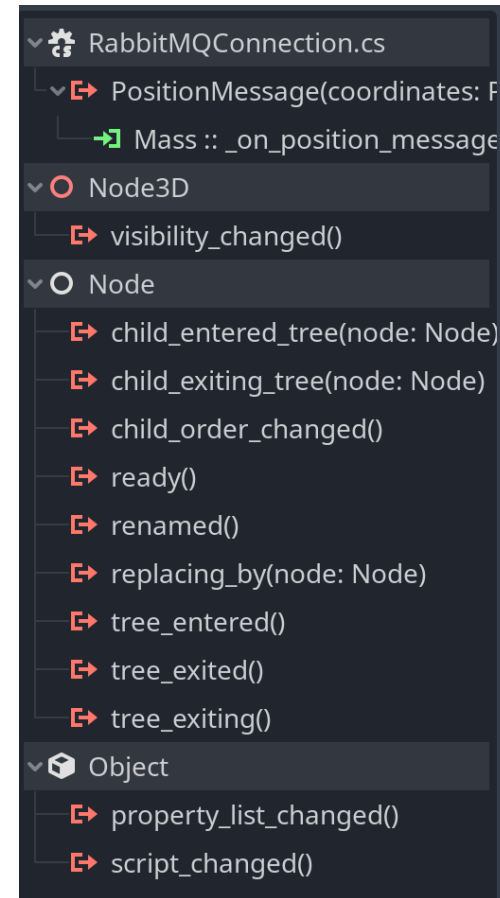
KEY CONCEPTS

Nodes

- Tree structure

Signals

- Think of them as notifications



Signals of node Scene3D



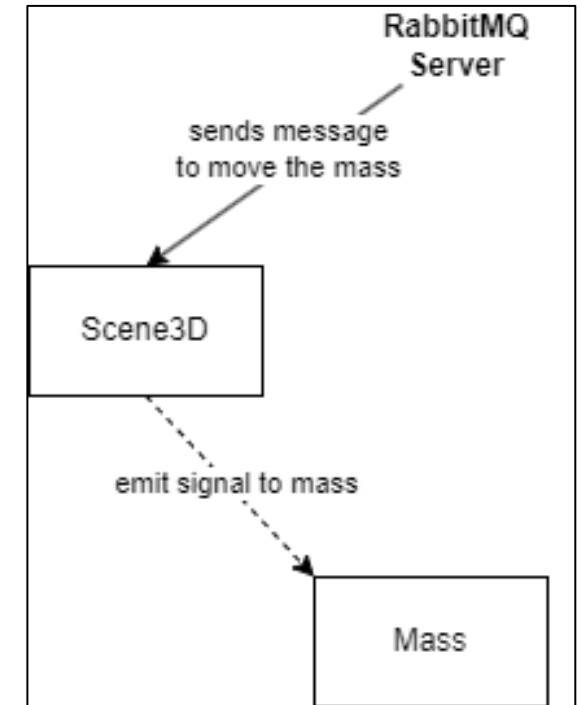
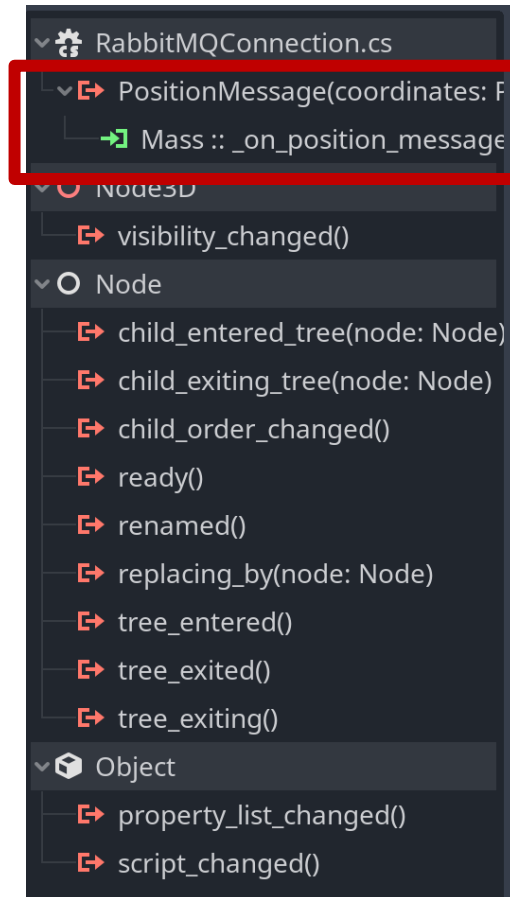
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Signals of node Scene3D

DEMO

WHY GODOT?

Why not use Unity instead?

- Widely used
- Massive community

Advantages of Godot:

- Free and open-source with no licensing cost
- Intuitive, user friendly and great for beginners
- No royalties



