

**TNTC**  
**ToughNutToCrack.**

TNTC is an Italian company based on two ideas.



**Studio** offers Software solutions tailored on the needs of the customer.

It specializes in:

- Virtual Reality
- Augmented Reality
- 3D Software
- Videogames
- iOS e Android applications
- Technical Advices



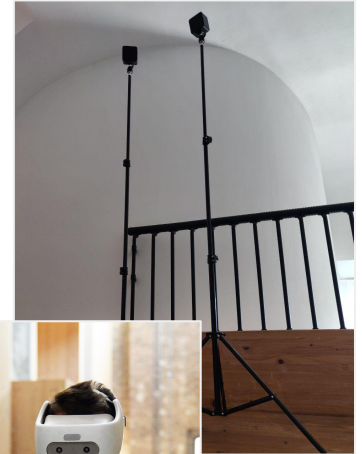
# Virtual Reality

The possibility of immersing in a 3D world at 360° is an experience that will never cease to amaze us.

Hardware prices that are now totally accessible and different types of "headsets" allow you to reach your goal, whatever it is.

A virtual reality software can be realized for many contexts, including:

- Training
- Marketing
- Product Configurators
- Videogames
- Public engagement - Exhibition facilities
- Fast dimensional feedbacks for 3D products



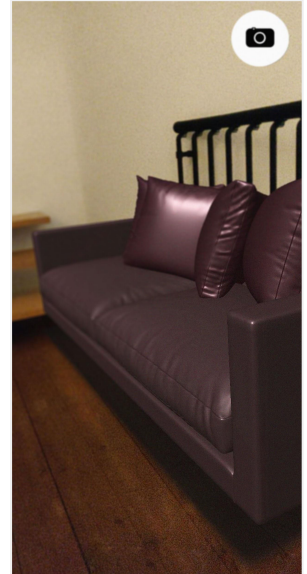
# Augmented Reality

Augmented reality (AR) allows you to project digital objects, 3D or 2D, in the real world.

We'll guide you through the choice of the right type of AR according to your needs.

The areas of greatest application are:

- Training
- Marketing
- Product catalogs
- Product configurators
- Videogames
- Public engagement - Exhibition facilities
- Fast dimensional feedbacks for 3D products

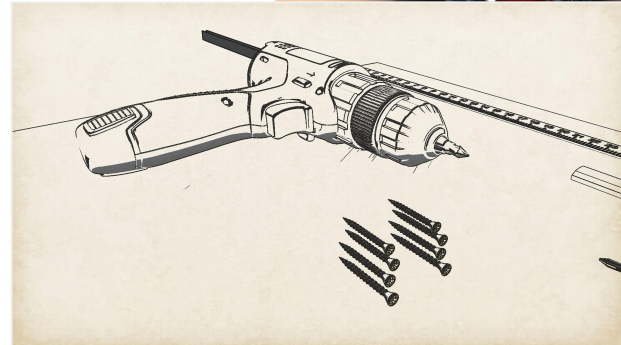


## 3D Software

Thanks to the power of the graphic engines we use, we are able to create realtime 3D experiences of any type and suitable for any device (PC, web, mobile, console ..).

Here the biggest limit on what you can realize is your fantasy:

- Photorealistic applications
- Network/Multiplayer applications
- 3D/2D Videogames
- Product configurators
- Realtime video and animations
- Simulators
- Research and development



# Videogame

Videogames are a very powerful medium for communicating.

They have always been our passion and today we are specialized in making them.

They are not only used for recreational purposes but also in areas such as:

- Marketing
- Training
- Exhibition facilities
- Case studies

Besides videogames, ours experience taught us to use gamification techniques to render user experience unique and funny.

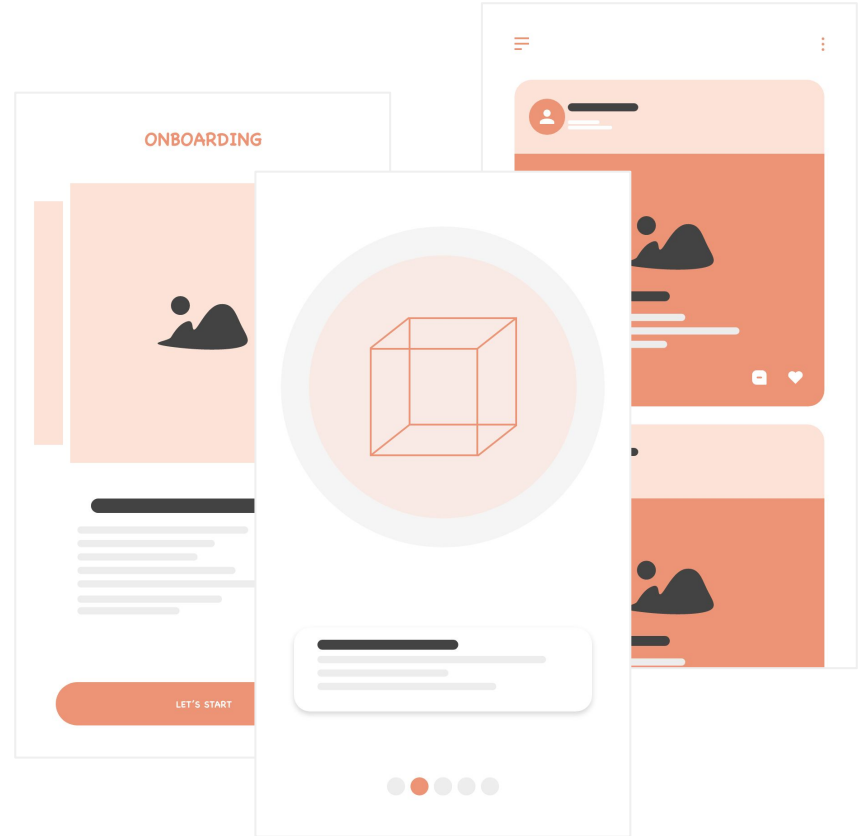


# iOS and Android applications

From the definition of the idea, to the wireframe and to the conceptual mock, up to the prototype and the final product.

Depending on the requirement, we can realize both native or cross-platform mobile applications.

Find out what approach is suitable to your idea by contacting us.





## Targeted consultations

We will always be ready to give our professional opinion and guide you about:

- Feasibility studies and integration of VR / AR / 3D technologies into your production processes.
- Solving technical and development problems on applications developed in Unity3D.
- Creation of independent modules and / or to be integrated into existing Unity3D projects.
- Drafting of analysis and feasibility documents on Software product ideas
- Training on Unity3D

Flexibility is one of our main strengths.

Contact us and find out how we can help you!

**Broadcast** expresses our passion for development and teaching.

It specializes in:

- Talks and Conferences on Tech / GameDev topics
- Organization of courses and classroom about Unity3D and GameDev
- Organization of hands-on workshops
- Online Courses
- Video tutorials and project creation on YouTube
- Game JAM organization and development competitions



## Talks and Conferences

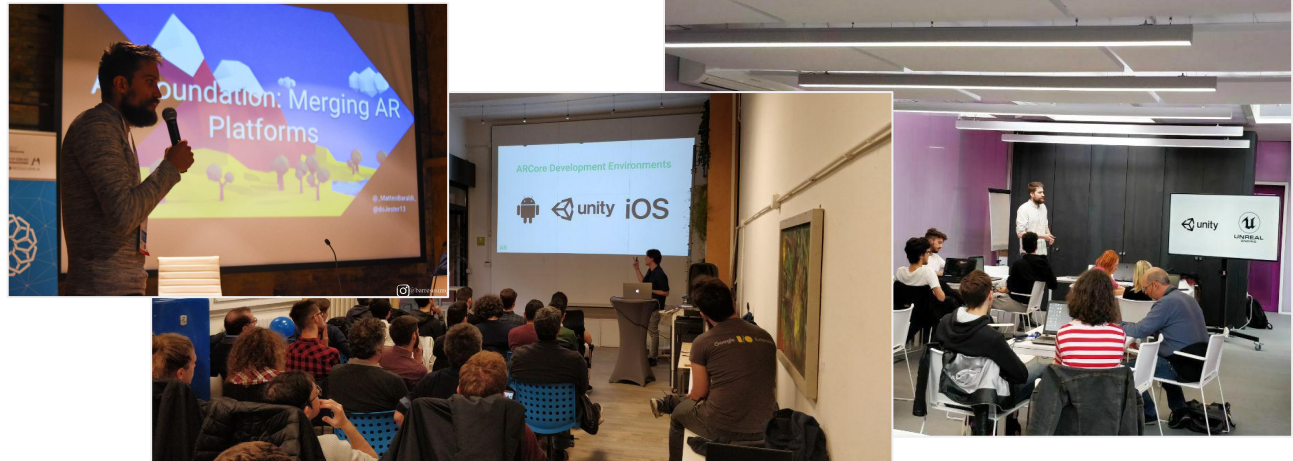
We participate monthly in talks and conferences on tech topics as speakers or organizers.

## Classrooms and Workshops

We create courses of varying duration to teach Unity3D, AR/VR and gamedev.

We build step-by-step projects designed to clarify a targeted topic.

Both for programmers and for artists who want to use the engine to visualize their creations.



## YouTube

We have a YouTube channel called TNTC where every Friday we publish a video dedicated to GameDev and in particular to Unity3D. Tutorials, projects, discussions and much more!

[YouTube channel link](#)



## Udemy - Online Course

We have created an online course in Italian that allows, through the realization of 4 complete projects over 9 hours, to learn the basics of Unity 3D. The course is best seller in Italy and has more than 900 students.

[Udemy course link](#)

[Tom's Hardware article](#)

# Contact us!

Are you curious to see the above technologies in action, deepen your idea or create a project with us?

Contact us to arrange a meeting!



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