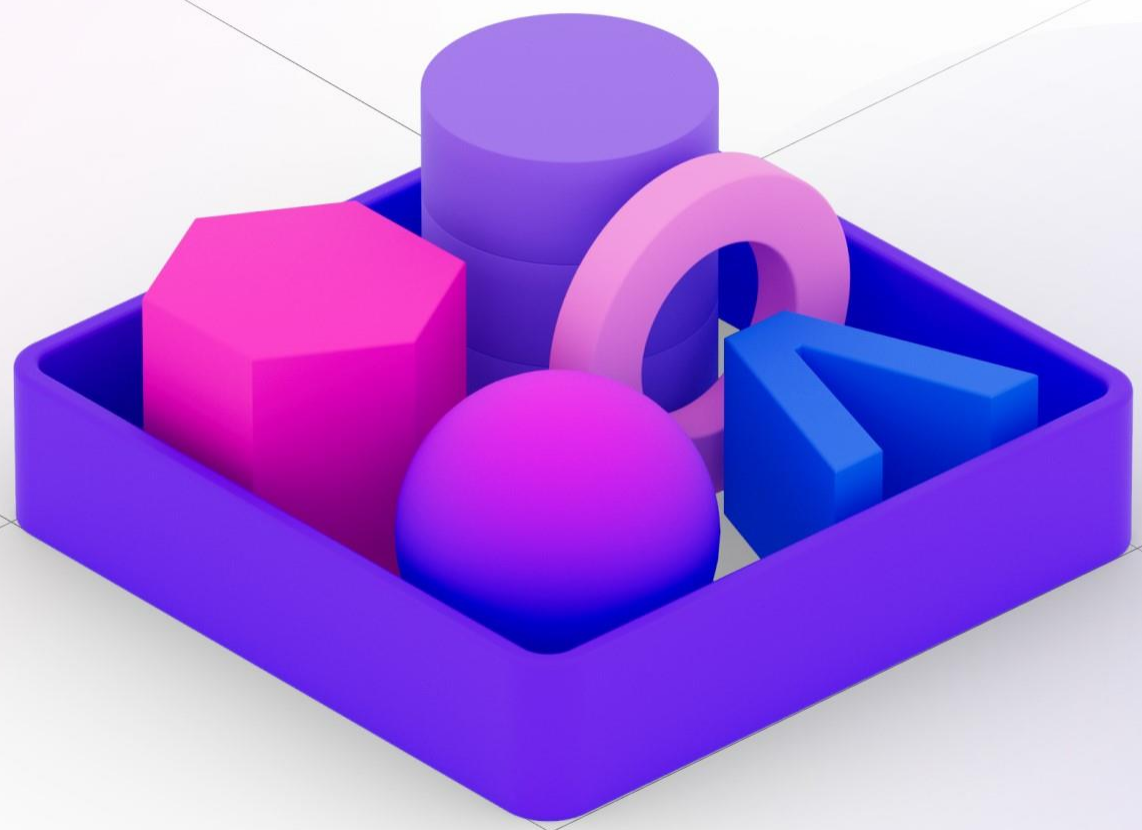
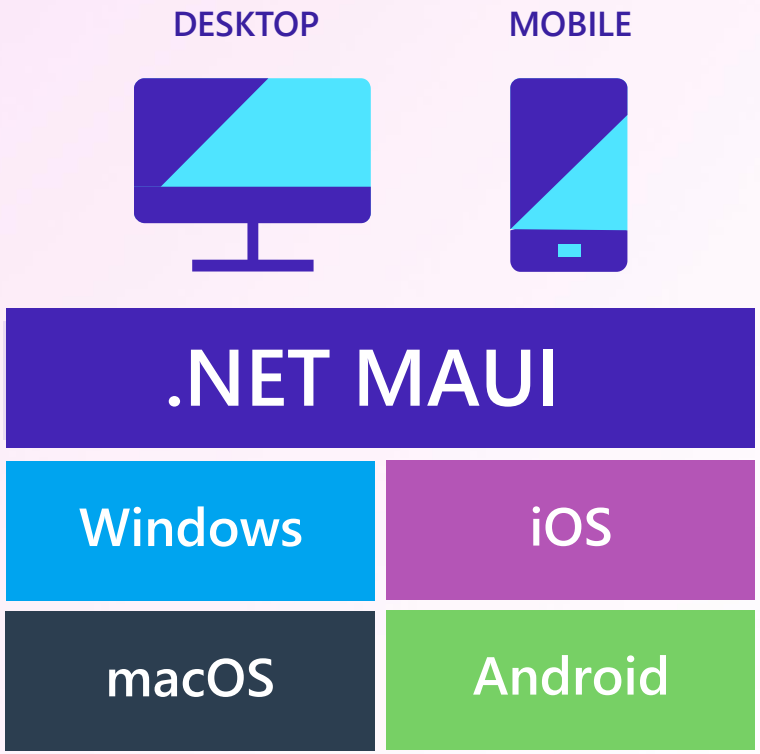
.NET Conf



Building 3D apps with .Net MAUI and Evergine

Jorge Canton – *Plain Concepts*
Javier Suarez – *Microsoft*

.NET MAUI



SDK-style projects

Single Project

CLI Support

Visual Studio Windows and Visual Studio Code

Hot Reload

File | New

- Multi-platform App UI (.NET)

CLI

- dotnet install maui
- dotnet new maui

Namespace

- Microsoft.Maui

There were a huge number of requests…

Gaming and 3D graphics #196

Unanswered · **freever** asked this question in **General**

freever on Aug 4, 2020

Hi folks. Where does gaming and 3D graphics fit in to the MAUI roadmap, if at all?

Referring to this fairly old overview, the options are MonoGame and UrhoSharp. I have been using UrhoSharp. The engine itself is really neat and the integration with Xamarin.Forms is fantastic. But the UrhoSharp project seems dormant, and I am really worried about being left on a stale and unsupported platform. I don't want to move to a game engine proper because I like the ability to embed 3D graphics within a traditional app structure as it gives me the best of both worlds.

Will UrhoSharp be coming along for the MAUI ride, or is it basically dead? Is there an alternative approach I should be taking for 3D graphics and gaming in the MAUI world?

I'd really appreciate some guidance.

↑ 12 · 2 · 1

[Enhancement] 3D graphics bindings #129

Answered by charlesroddie · **deviloper** asked this question in **General**

deviloper on May 30, 2020

Summary

I make .net tools for 3D data processing and rendering and I found .Net lacks of a low level engine to make custom 3D applications for architecture and engineering.

I tried to embed Urho3D and some WPF toolkits but they are too high-level and OS specific.

Unity 3D is another possible choice but it is not embeddable, its workspaces merge 3D models and code in a unmaintainable way and it hasn't a 2D UI library.

So what about to include in MAUI something like a webgl engine just to enable 3D graphics to run in. NET on all platforms?

3D Gaming Engine #7973

Unanswered · **gladiatormedia** asked this question in **General**

gladiatormedia on Jun 12, 2022

Hi All. I'm interested in creating an app the utilizes a 3D game engine on .NET MAUI. This is a project that I have never done before, so I relying on the support of the community to steer me in the right direction. I am trying to build something like this https://www.youtube.com/watch?v=cnl_Au52Ocs. Some of the key elements that I need are as follows...

1. Allowing multiple players to work within the same design. You can see this in the link above. Essentially, a project is created in the cloud, and multiple team members can be working within the same space.
2. The use of Constructive Solid Geometry, I will need this to construct wood parts with holes and grooves in them.

I was thinking about using Babylonjs inside a Maui Blazor app. Is that possible?

If it is possible, what types of issues do you foresee running into? if any.

My target platforms are Windows Desktop, iOS, and android.

Is there a better solution?

↑ 7

3D visualization inside MAUI app #12791

Unanswered · **giovancris** asked this question in **Q&A**

giovancris on Jan 19

Hello everyone!

I would like to know if there are options to show a 3D content inside a MAUI application!

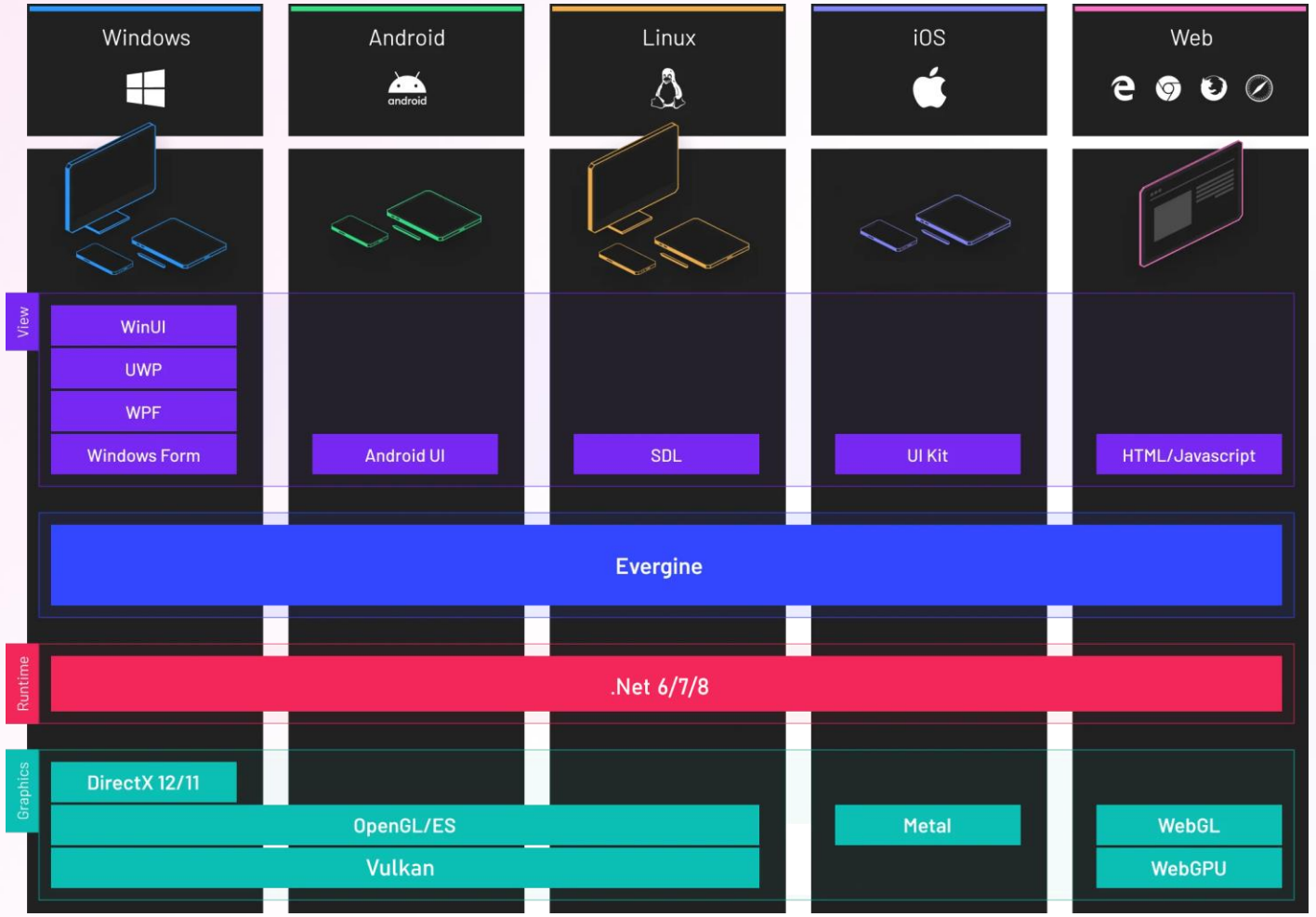
Thank you in advance

↑ 4

What is Evergine?

EVERGINE

Evergine architecture



Evergine's use

Free to use

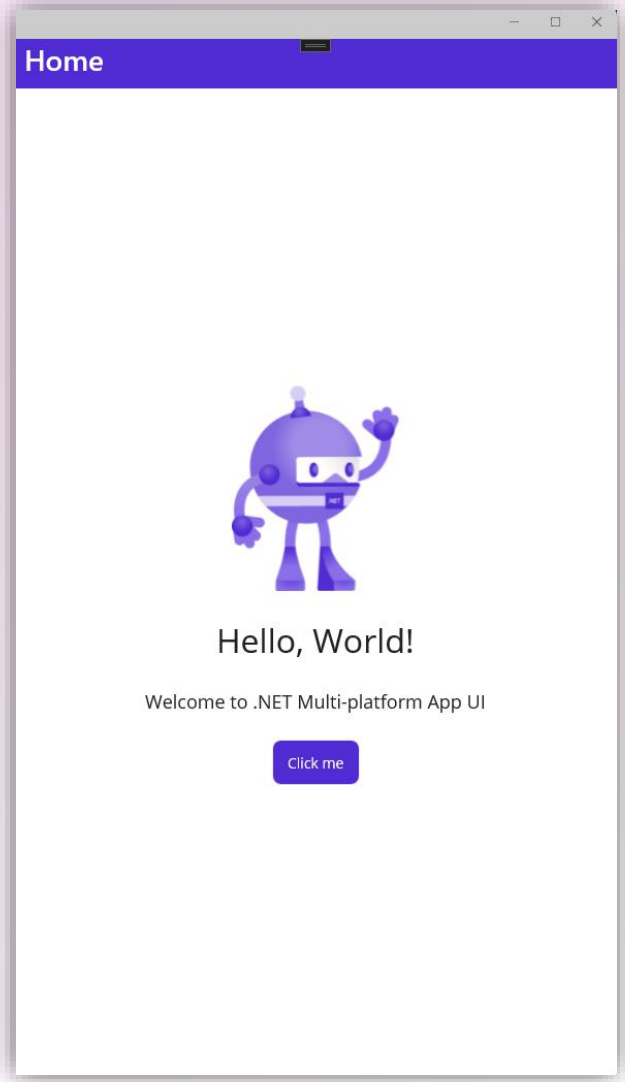
No Licensing fees

No Royalties

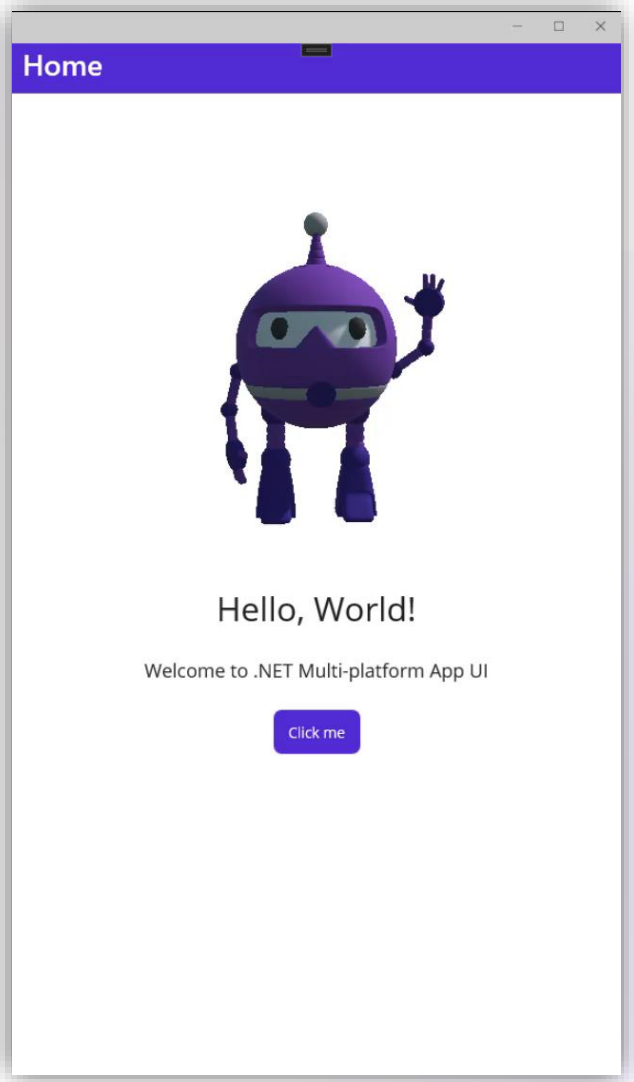
Comercial and non-comercial projects

Demo

Getting started with MAUI and Evergine

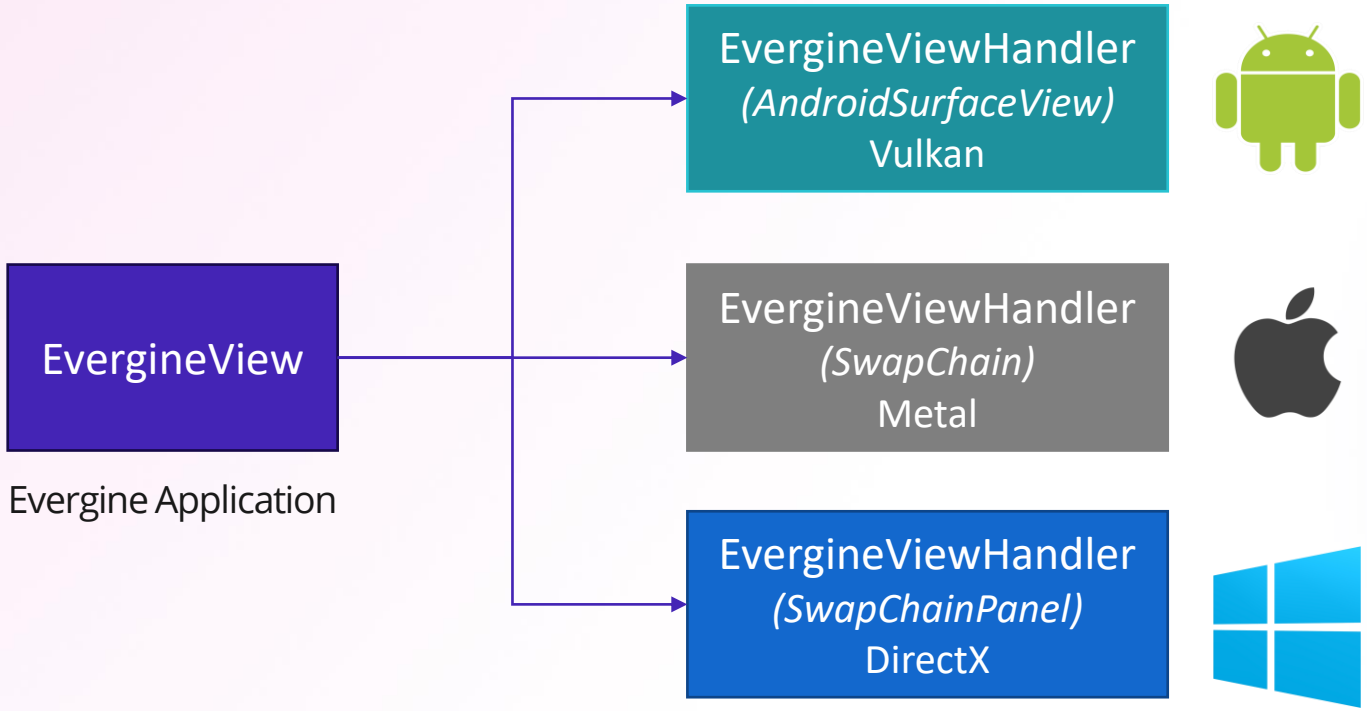


Convert to 3D



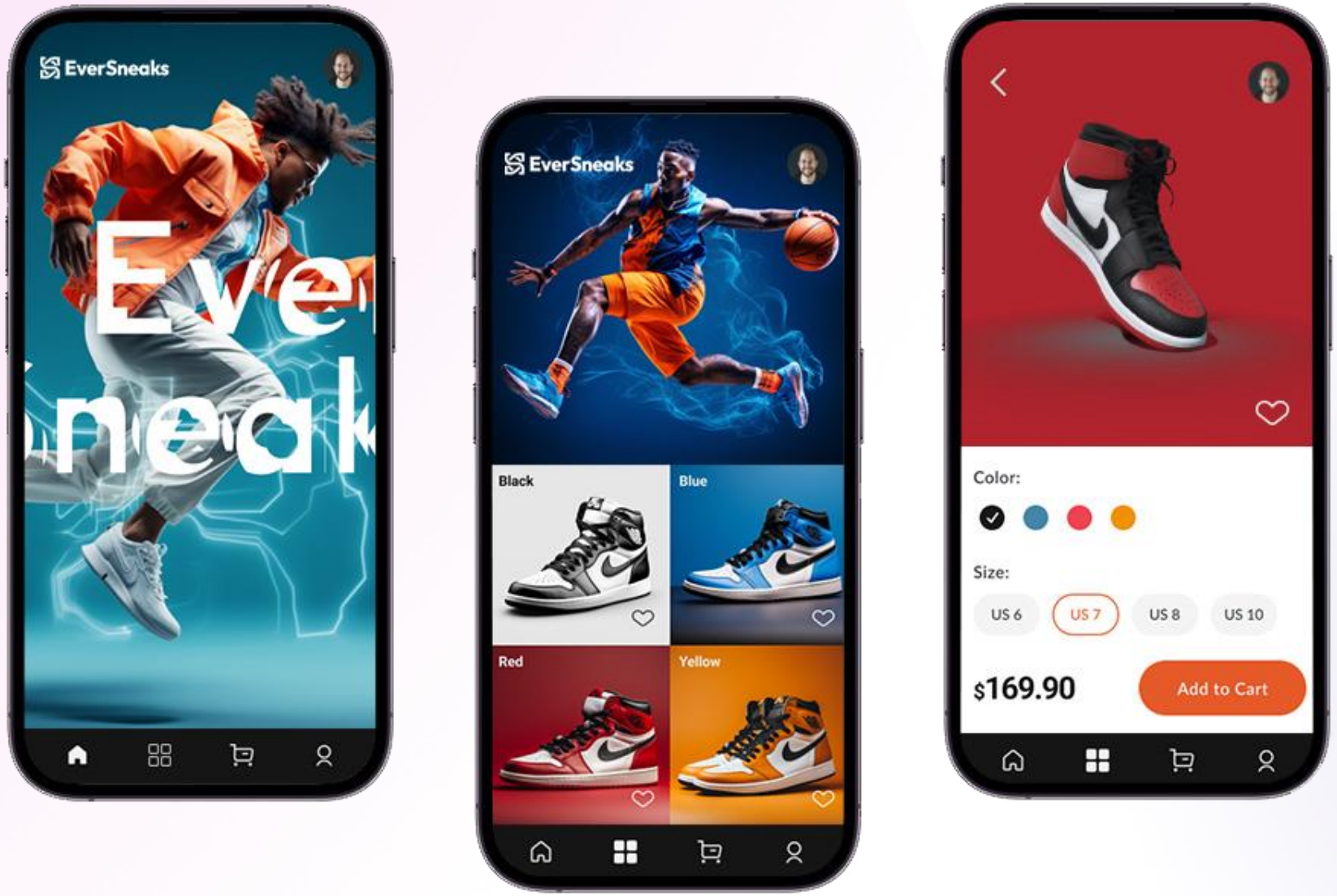
Source: https://github.com/Jorgemagic/MAUIDotnetBot

How it works


EvergineView
Evergine Application
EvergineViewHandler
(AndroidSurfaceView)
Vulkan
EvergineViewHandler
(SwapChain)
Metal
EvergineViewHandler
(SwapChainPanel)
DirectX

Demo

MAUI and Evergine showcase app



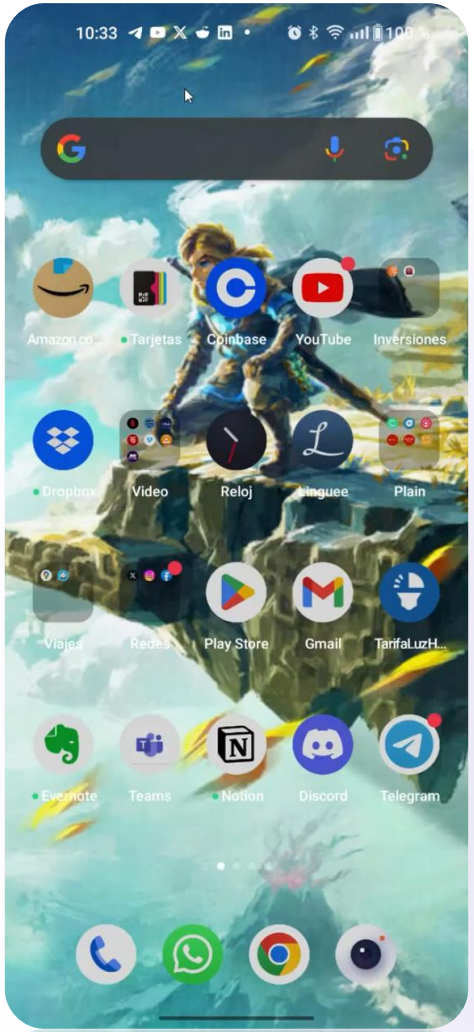
Source: https://github.com/EvergineTeam/EverSneaks

Customer story

Brain – Thera4all

brain

Thera4All



Resources

Evergine
https://evergine.com/

.Net blog post
https://devblogs.microsoft.com/dotnet/dotnet-maui-3d-app-with-evergine/

DotnetBot demo code
https://github.com/Jorgemagic/MAUIDotnet

EverSneaks Showcase code
https://github.com/EvergineTeam/EverSneaks

CarRental App UI Challenge
https://github.com/jsuarezruiz/netmaui-carrental-app-challenge