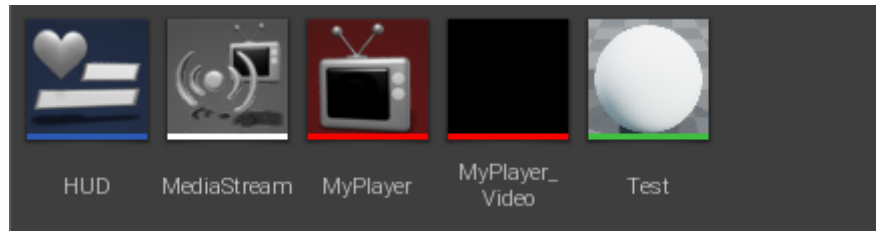
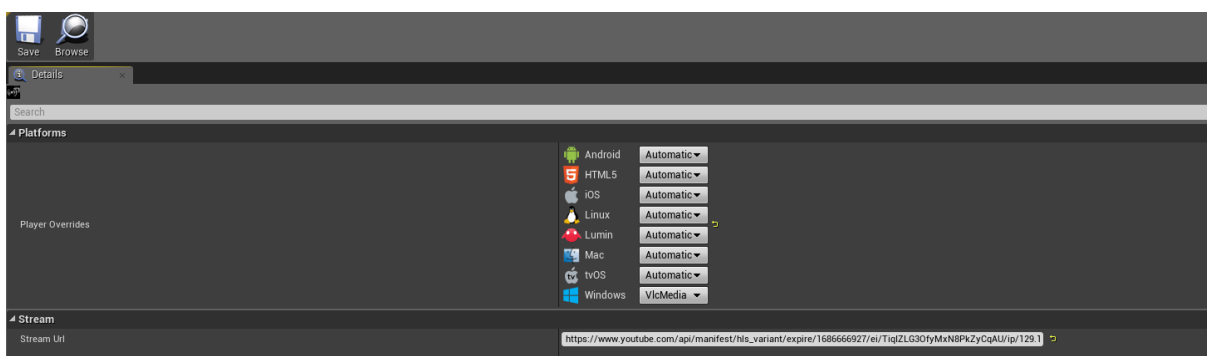


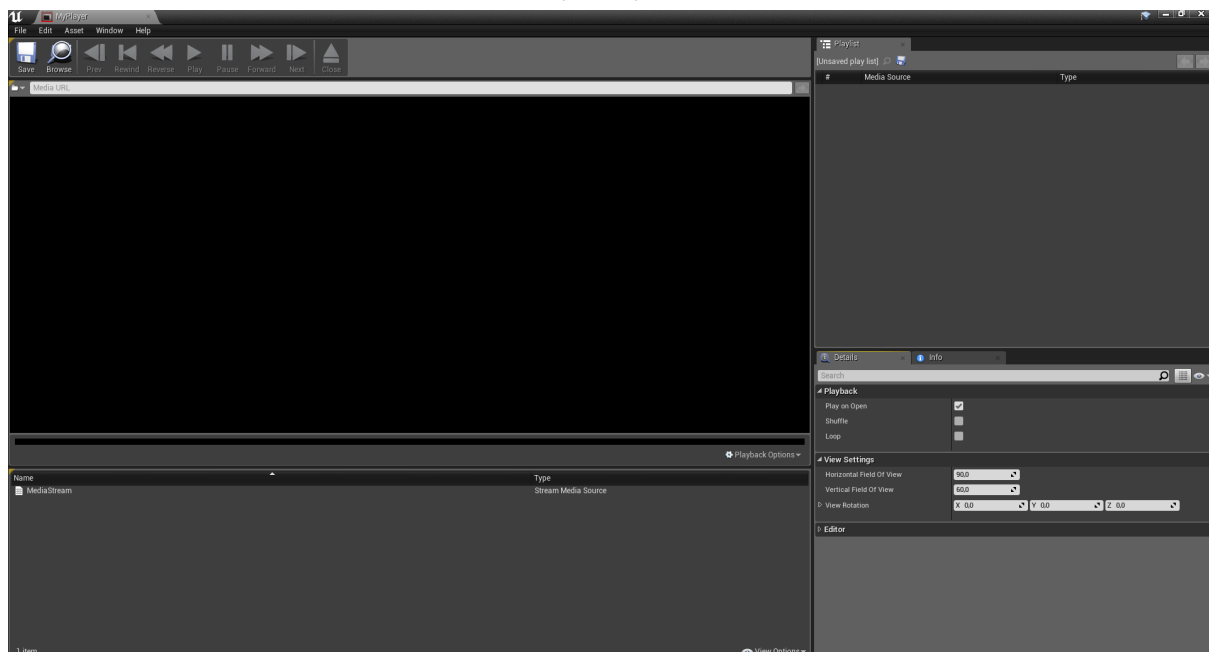
Mise en place de l'environnement virtuel avec Unreal Engine



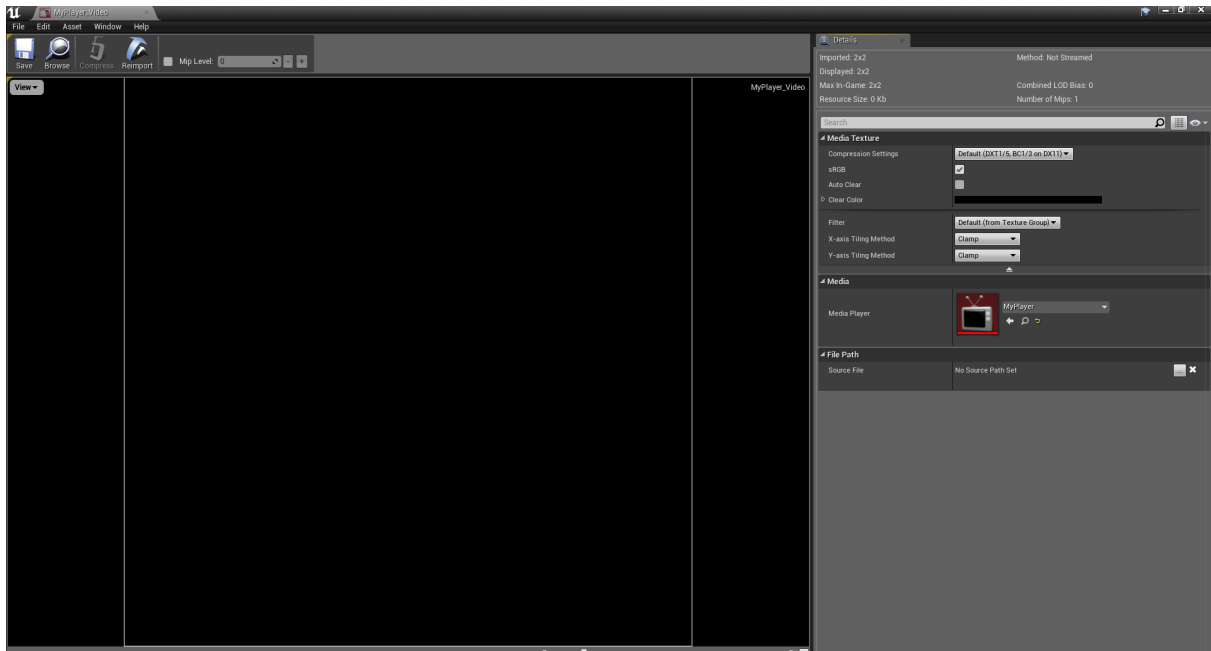
MediaStream



MyPlayer



MyPlayer_Video



Sphere 360

