Introduction to Qt 3D Studio 2.x

Created on June 12, 2019

The Qt, OpenGL and C++ Experts
Introduction to 3D concepts

- Basic 3D Concepts
  - Terminology
  - Concepts
  - Workflows and pipelines

Basics of Qt 3D Studio

- Qt 3D Studio Overview
  - Scenes, slides and layers
  - Palettes and toolbars
  - Importing assets
  - Materials and lighting
  - Animations and the timeline
- Adding user-interaction
  - Defining user-interaction

Integrating 2D content and QML with Qt 3D Studio

- Runtime
- QML and QtQuick Integration
  - Integrating 2D & 3D