



plain concepts

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SPAIN



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USA



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UAE



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UNITED KINGDOM



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GERMANY

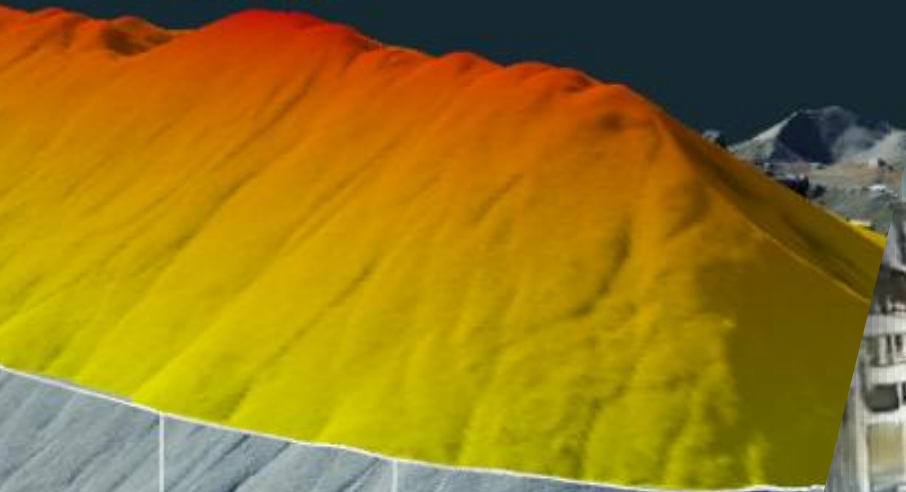


—
NETHERLANDS



Microsoft
Partner | Mixed
Reality

Stockpile



POINT CLOUD



NERF



ROBOTICA

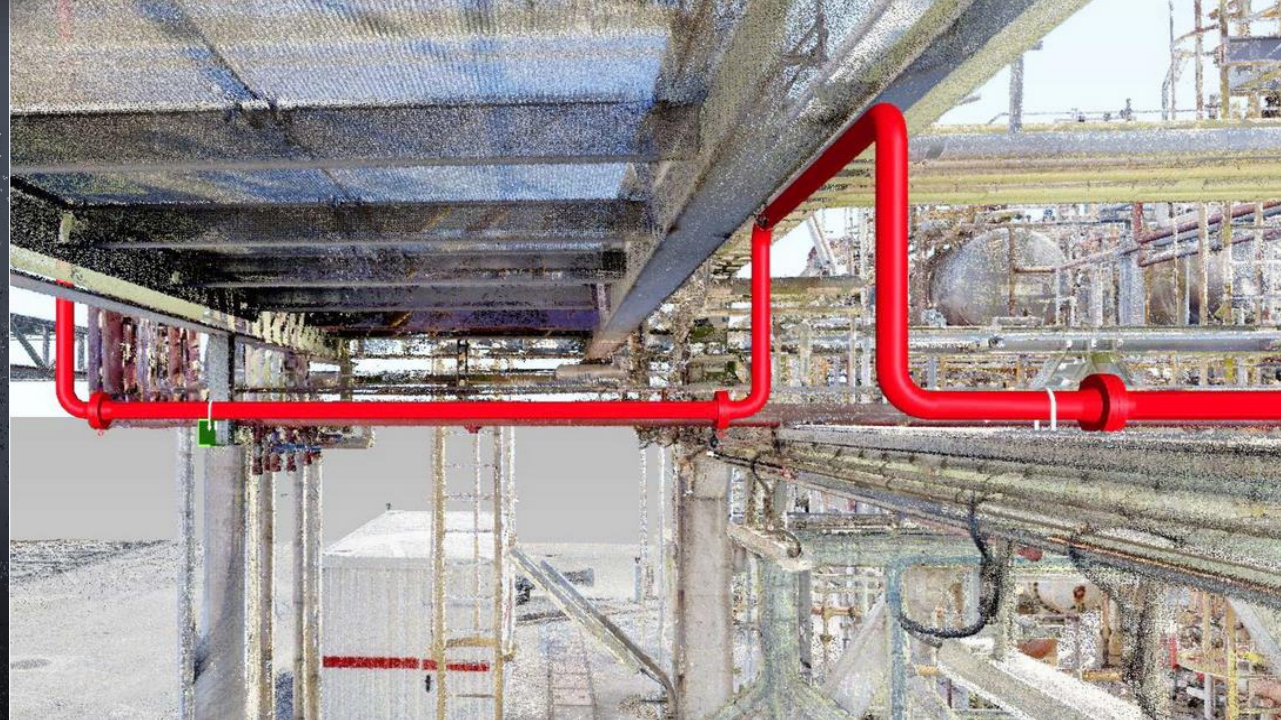
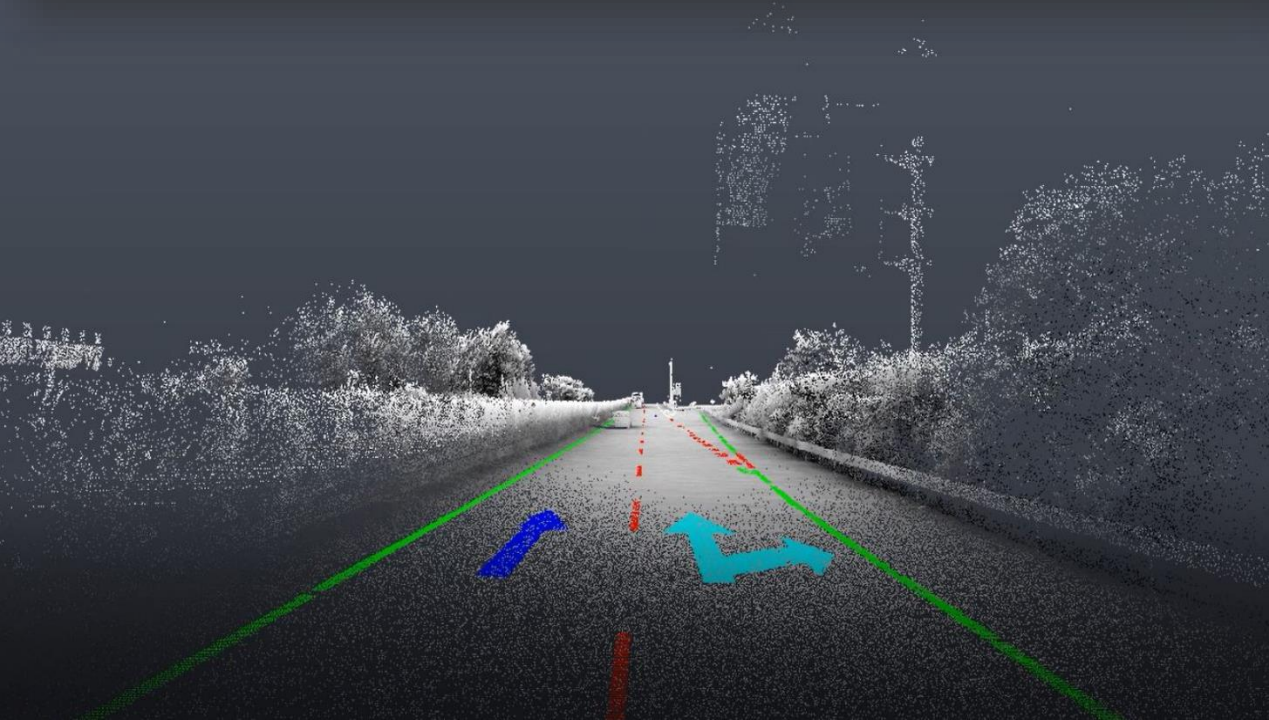
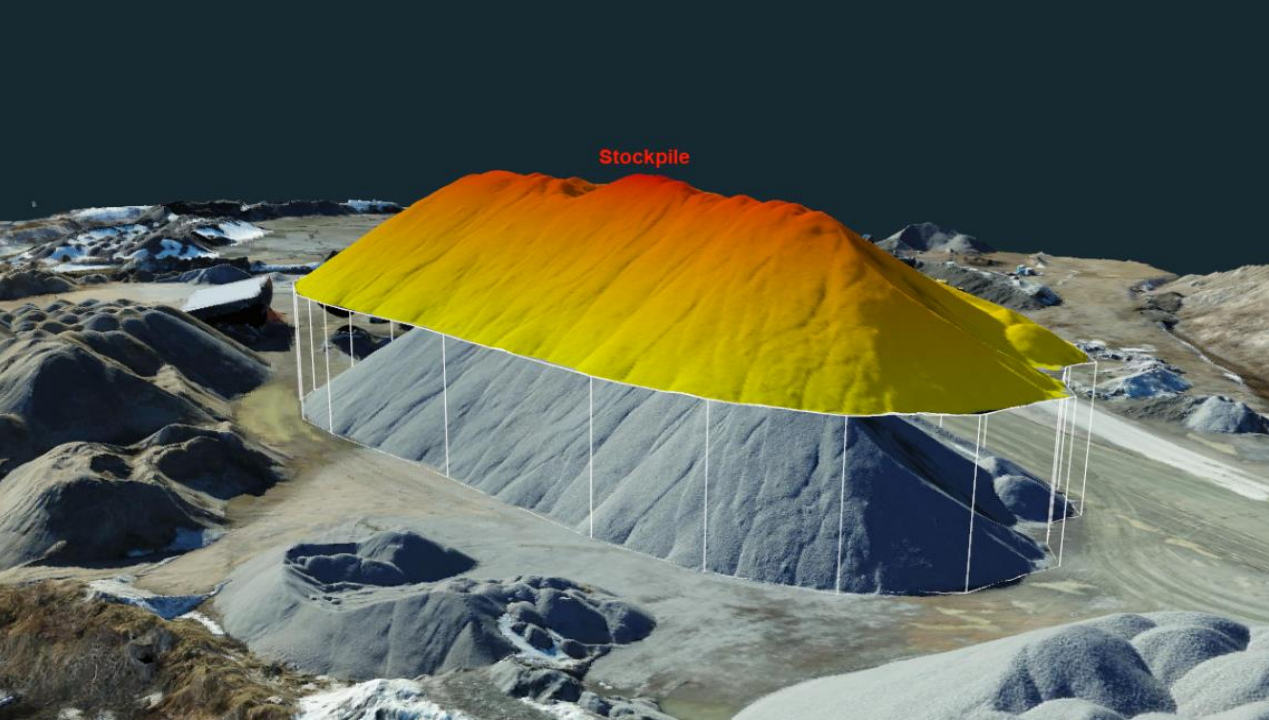
POINT CLOUD

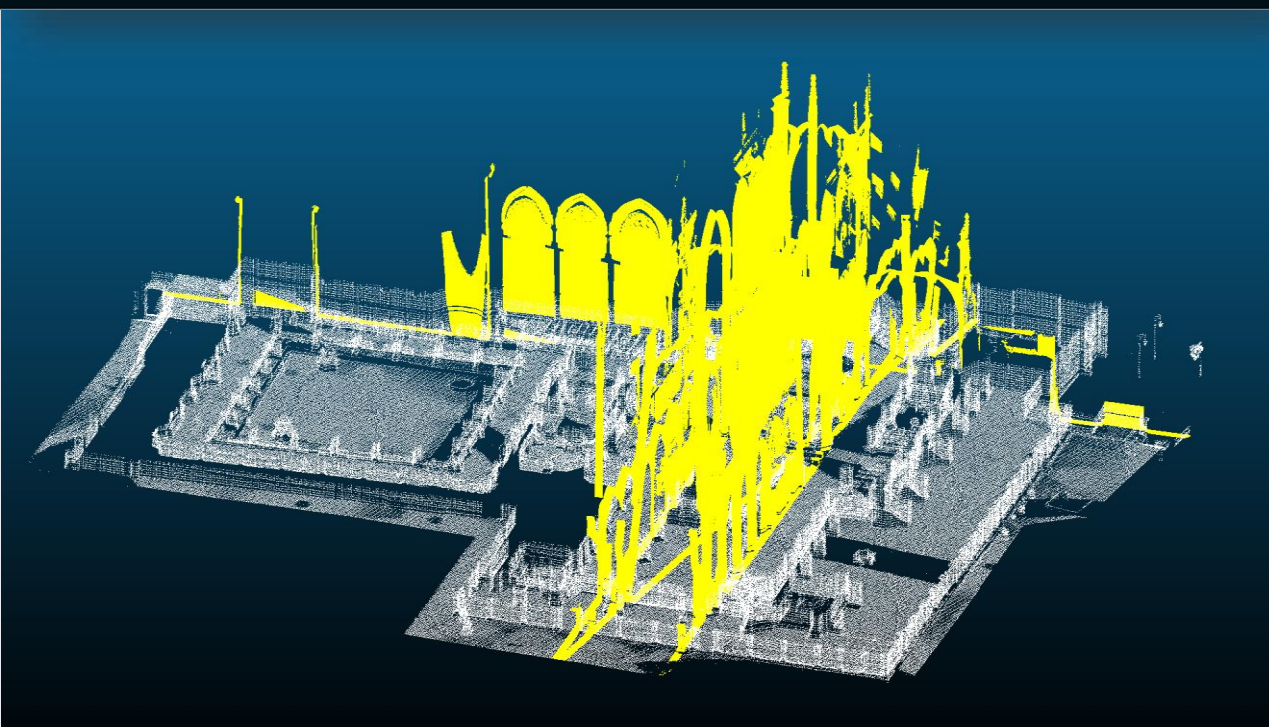
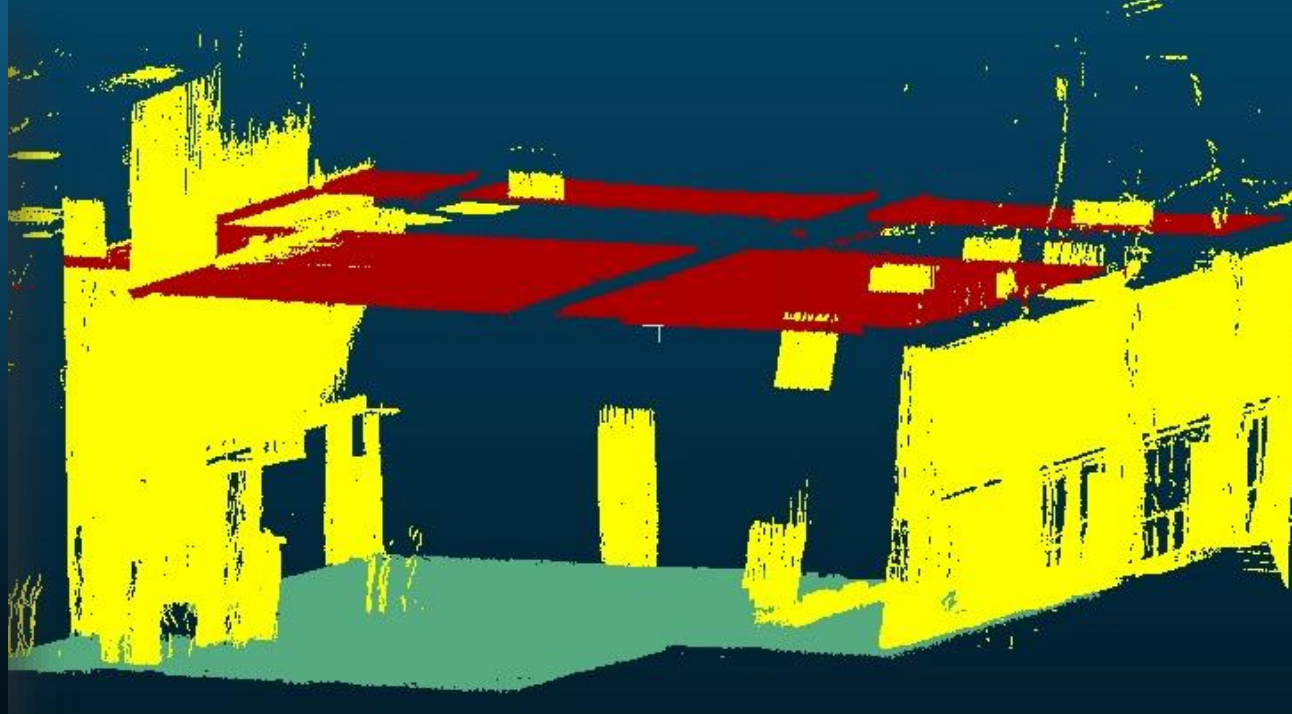
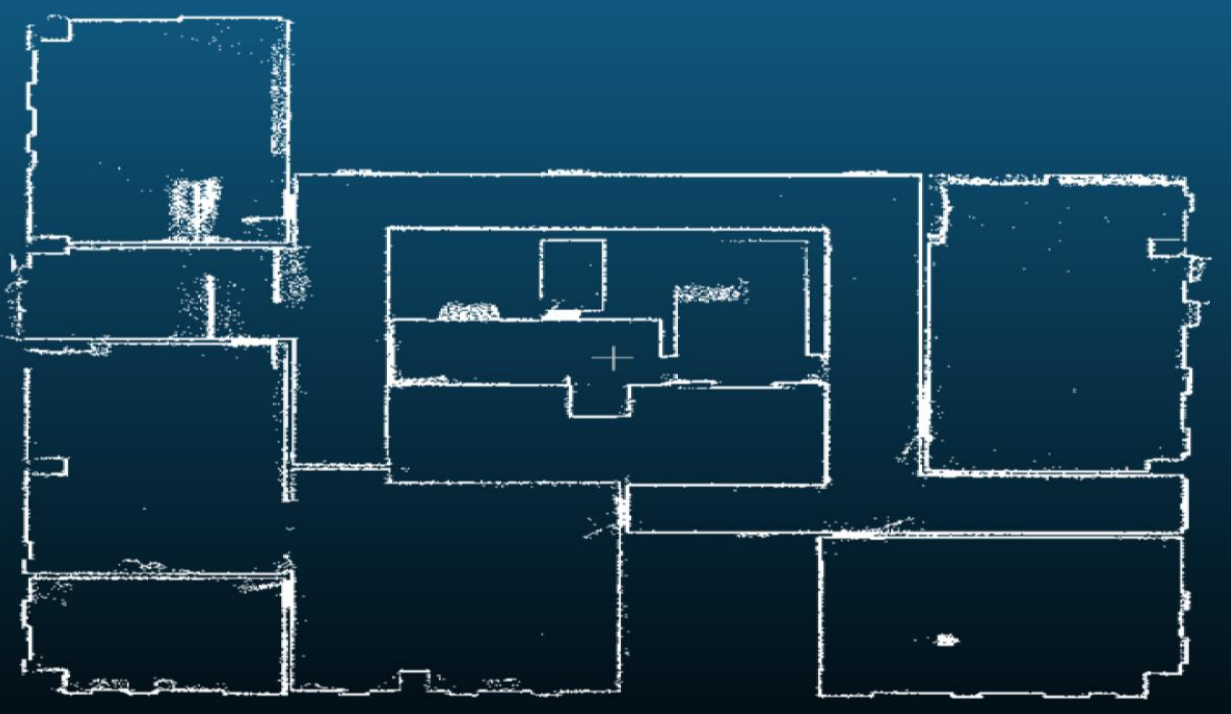


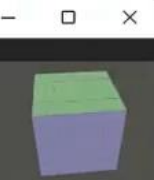
(x, y, z, color)



LEICA RTC360







Attributes

App version: 1.0.0.0
File Name: urban.las

Point cloud file properties

FPS 58

467453	Point Count
0,514	Loading time
Scans	
1	Number
LasFileScan	Names

100%

Render Options

Camera X: 144,563, Y: 129,775, Z: 93,367

89.134	Camera Speed
0.100	Camera Near Plane
801.032	Camera Far Plane
0.213	Point Size
7.000	PointID Scale

Project Explorer




Folder filter goes here

- Content
 - Bicycle
 - Garden
 - MLP
 - OBJs
 - PNGs
 - Shaders
 - Lego
 - Scenes
 - Dependencies

265 Assets

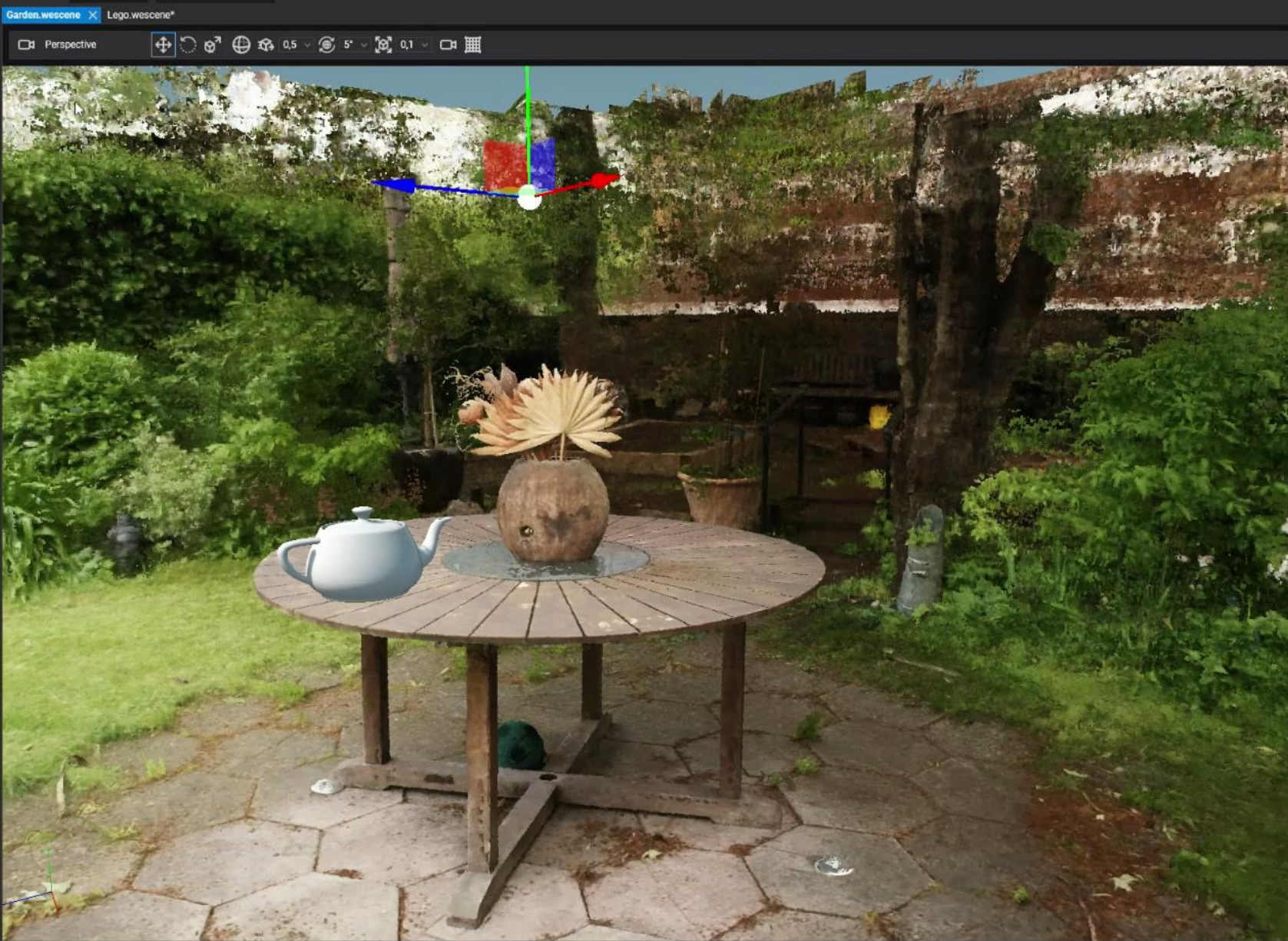
Assets Details

Assets filter Columns

Bicycle.wescene Garden.wescene Lego.wescene

Path: \Content\Scenes\Lego.wescene



Scene Hierarchy

Entities filter goes here

- Scene
 - Camera
 - SunLight
 - SkyAtmosphere
 - Garden (selected)
 - teapot

69 Entities

Entity Details

Garden Tag

Component filter goes here

Transform3D

Local Position	X 0,000	Y 1,665	Z 0,000
Local Rotation	X 0,000	Y 0,000	Z 0,000
Local Scale	X 250,000	Y 250,000	Z 250,000
IsEnabled	✓		

1 Components

Entity Details Scene Managers

Output

```

19:47:52 info Feeds used:
19:47:52 info C:\Program Files\dotnet\library-packs
19:47:52 info https://api.nuget.org/v3/index.json
19:47:52 info All projects are up-to-date for restore.
19:47:53 info Collecting Evergine add on folders from 'Nerf.Windows'
19:47:55 info Nerf -> C:\Users\jcanton\Documents\Nerf\evergine\Nerf.Windows\Build\temp\ewhgrqvt.m2a\bin\Nerf.dll
19:47:55 info Nerf.Editor -> C:\Users\jcanton\Documents\Nerf\evergine\Nerf.Windows\Build\temp\ewhgrqvt.m2a\bin\Nerf.Editor.dll
19:47:57 info Evergine Project initialized
  
```



NeRF





ROBÓTICA







DEMO TIME

