



COLLADA RT on PS3

:: Herbert Law



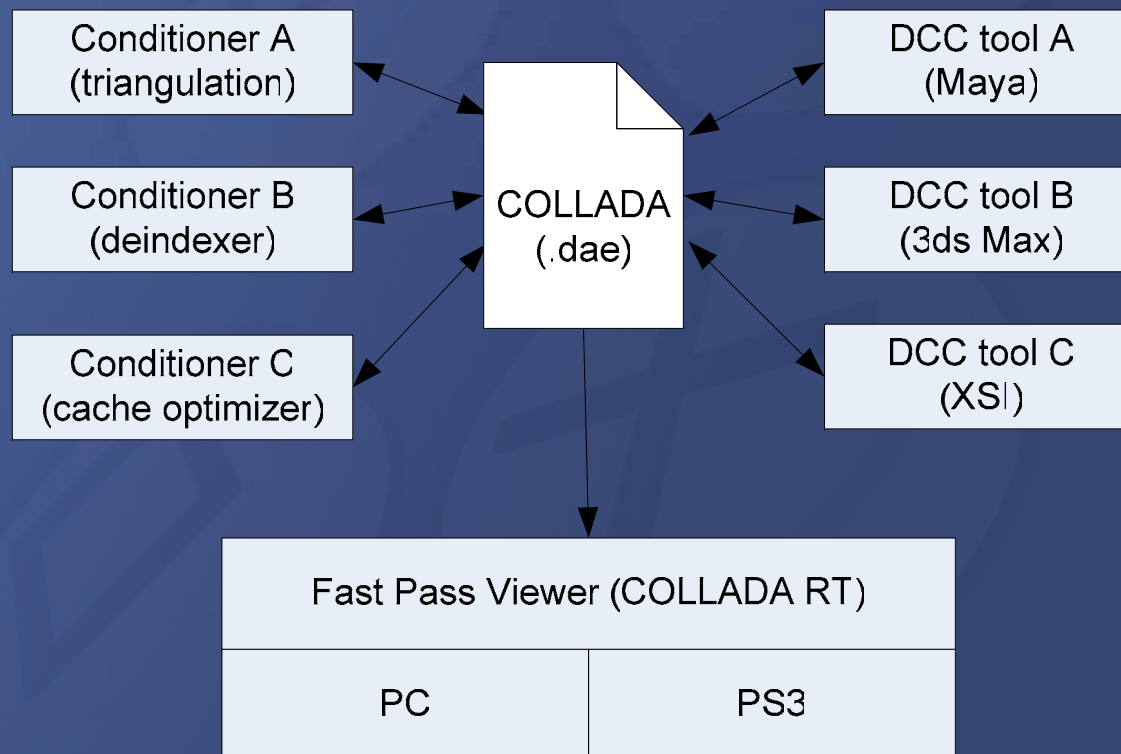
COLLADA RT

- COLLADA RT
 - Runtime Viewer for COLLADA documents
 - Cross platform, available in Windows, Linux, PS3.
 - COLLADA DOM, COLLADA FX
 - Cg Shaders
 - <http://sourceforge.net/projects/collada-dom>



Native viewer

- COLLADA RT is a native viewer
 - COLLADA content pipeline





Skin and Animation

- seymour.dae





Cg Shaders

- mushrooms.dae





Full Scene

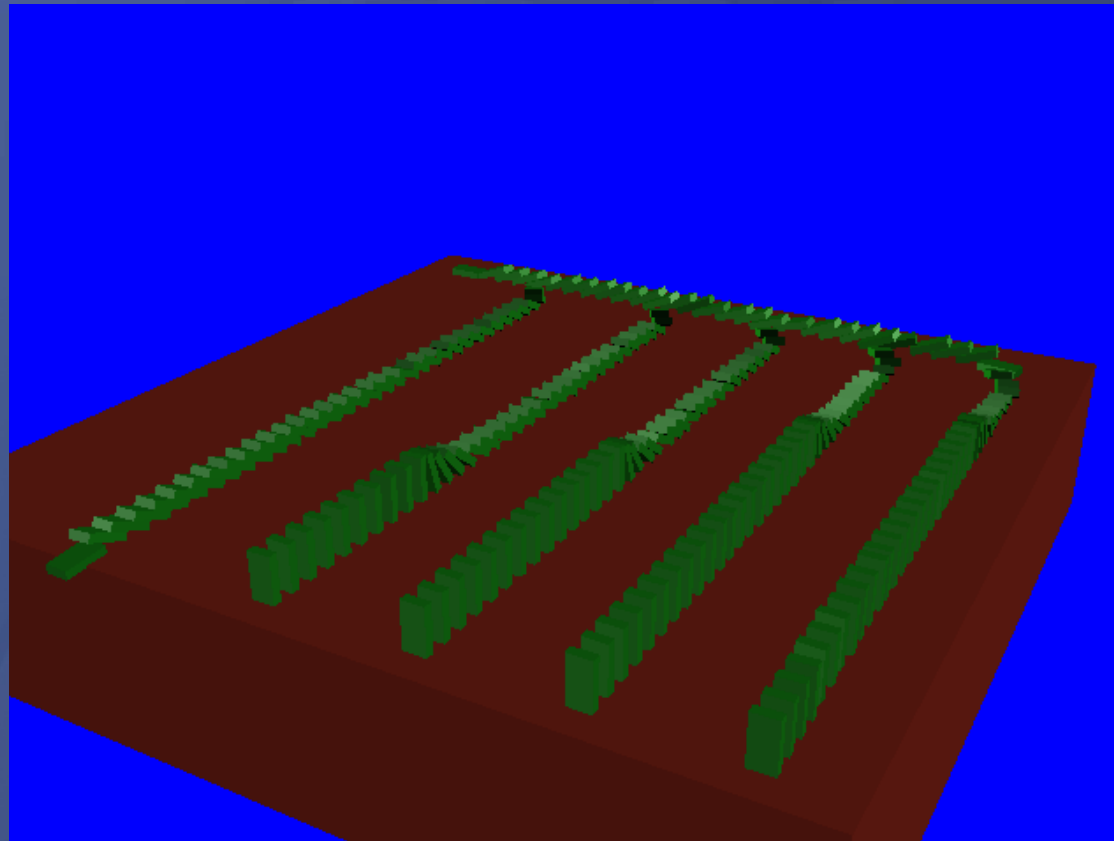
- demo.dae





Physics

- dominos.dae (in bullet engine)





Facial Morph Animation

- morph.dae (coming soon)



From the CAD world

- open_cascade.dae





Why COLLADA RT on PS3

- Check polygon counts and frame rates information
- Evaluate the effect of conditioners and other optimization.
- Artists and Shader developers will see what they will get on a PS3 screen.
- Faster and easier to port contents from PC to PS3.



Visit the websites

- Test Model Bank
 - <http://www.collada.org/owl>
- COLLADA DOM/FX/RT
 - <http://sourceforge.net/projects/collada-dom>
- Wiki and forum
 - <http://www.collada.org>