

# Kanzi™ User Interface Solution



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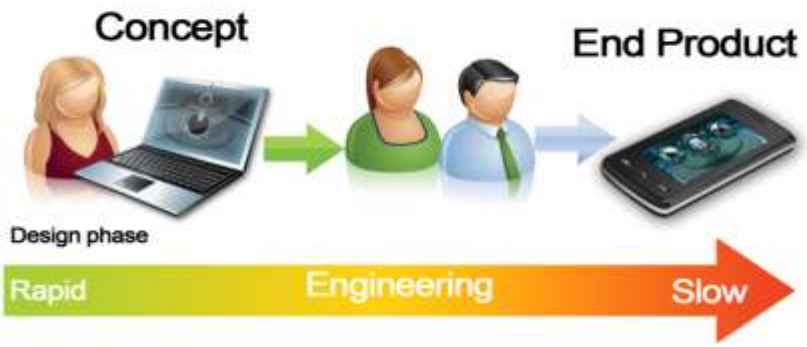
Manager, User Interface Solutions

# What is Kanzi?

- Middleware for creating advanced 3D graphical user interfaces for mobile & embedded fields
- Complete toolchain to take products from design stages to end devices
- Platform independent solution
- Pipeline design allows for example to plug-in your physics engine, haptics (e.g. Immersion) and font solutions (e.g. Monotype, Nuance)
- Unified pipeline for OpenGL ES 2.0 and OpenGL ES 1.x
- Built top on Khronos open standards: OpenGL ES 1.x, OpenGL ES 2.0 and COLLADA

# Kanzi Idea

"Traditional workflow"



## KANZI<sup>®</sup> Solution



# Easy Deployment



UI Style 1



UI Style 2



UI Style n

- Fast Localization
- Easy to Change Look & Feel



Supported APIs



Any OS,  
Any Hardware

# Kanzi COLLADA Workflow



# Designer's Point of View

- Some slides from our Designer

# Demonstration

- Hotrod Demonstration
  - Color change
  - Quick Walkthrough
- Simple Demo Creation from scratch
  - Geometry & animations from different tools
  - How to combine these in Kanzi
  - COLLADA allows

# COLLADA UI

- UI specification and schema for declaring components
- Enables designers to create UI components in professional DCC tools
- Components link to existing COLLADA features such as geometry and animations
- Does not specify logic
- Interested on joining?



# Contact

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