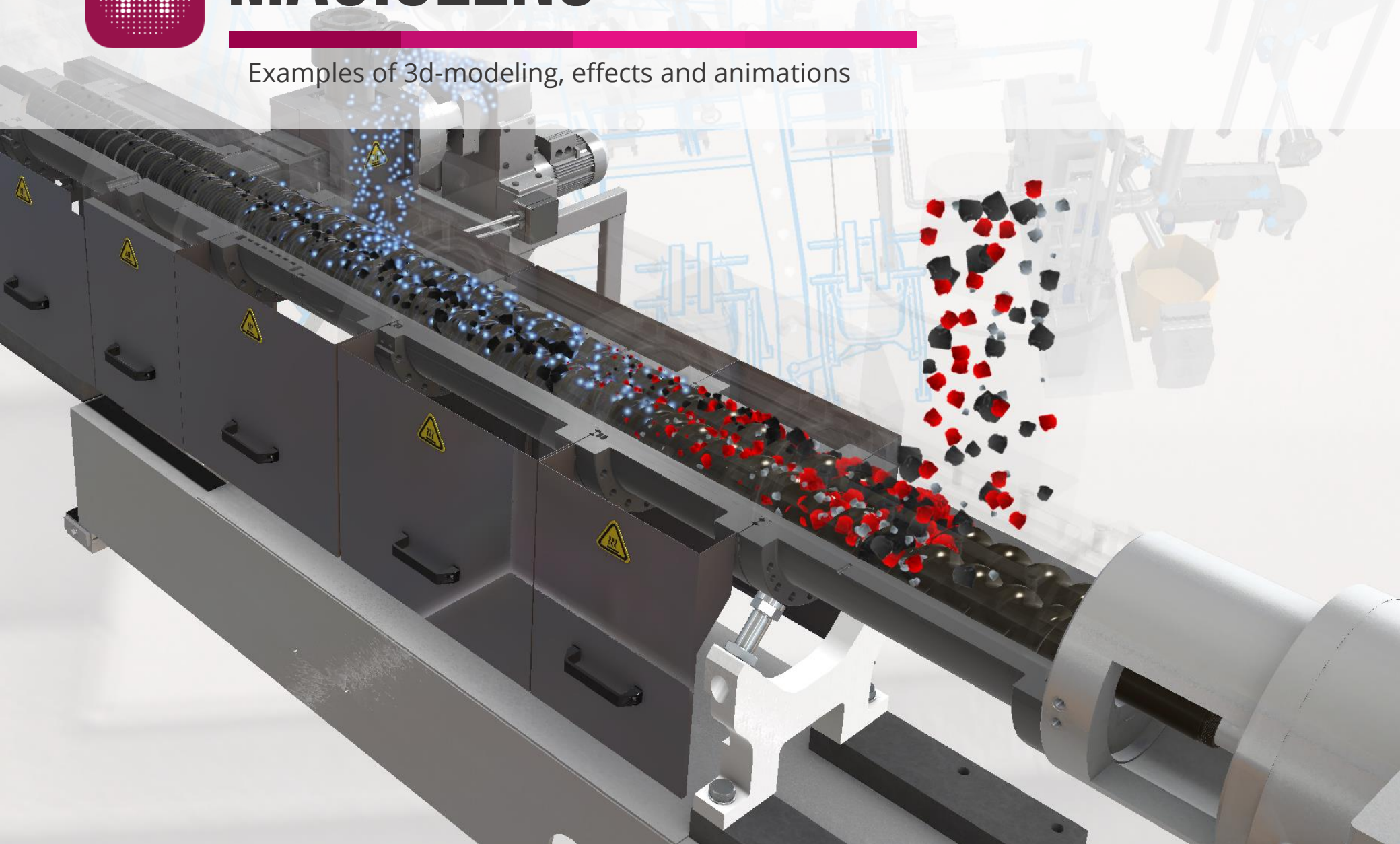




# MAGICLENS

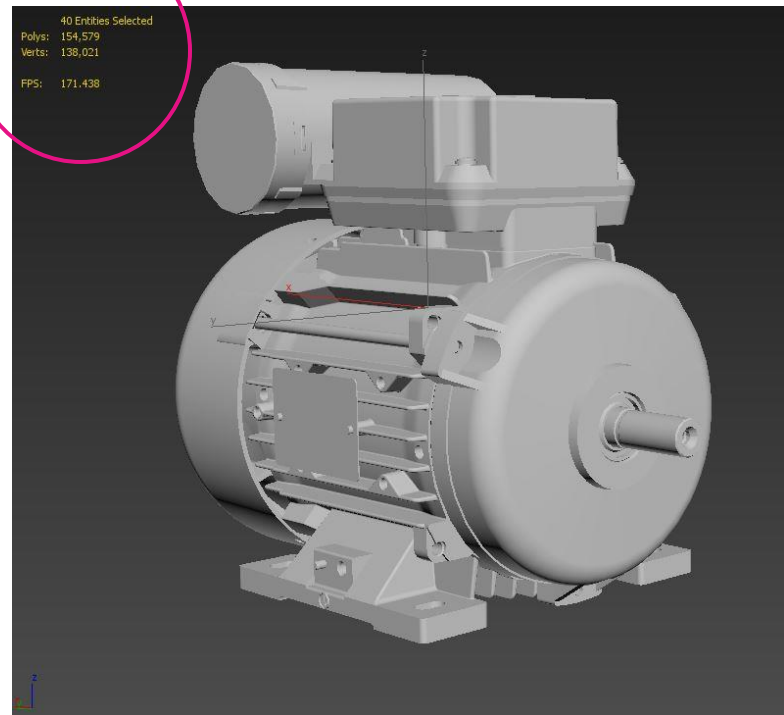
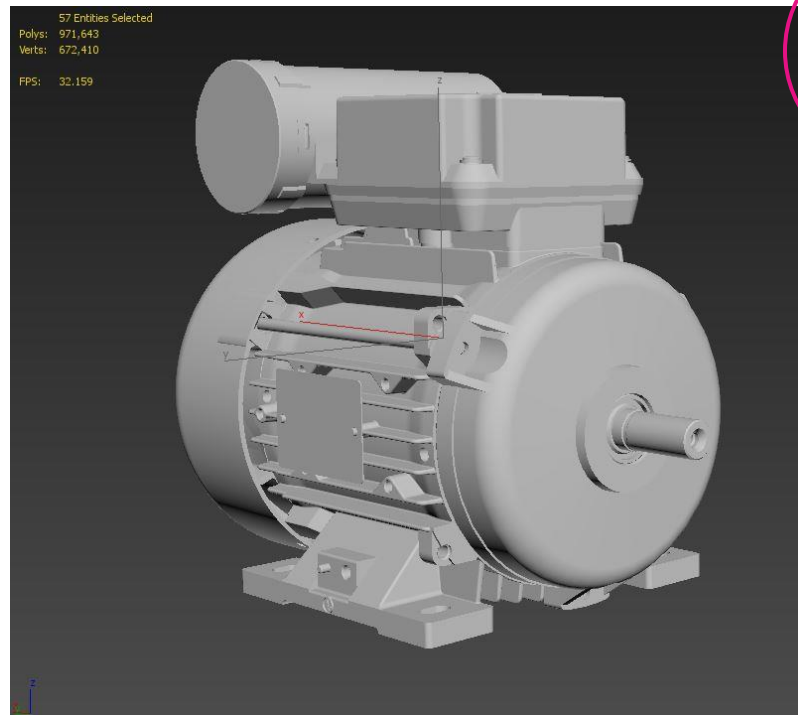
Examples of 3d-modeling, effects and animations



# REDUCTION OF POLYCOUNT

3D-Models will be reduced in size and complexity and optimized for real time rendering on mobile devices

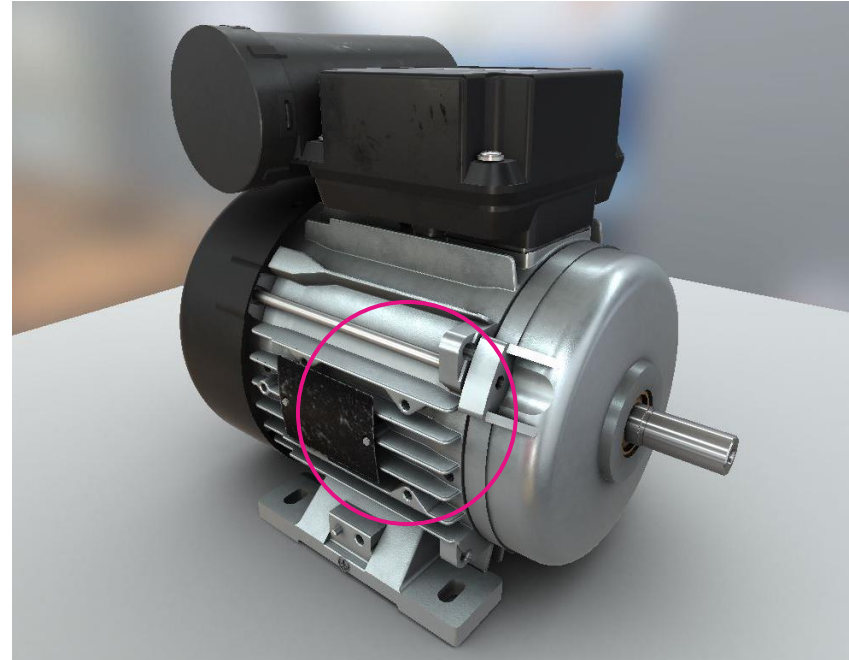
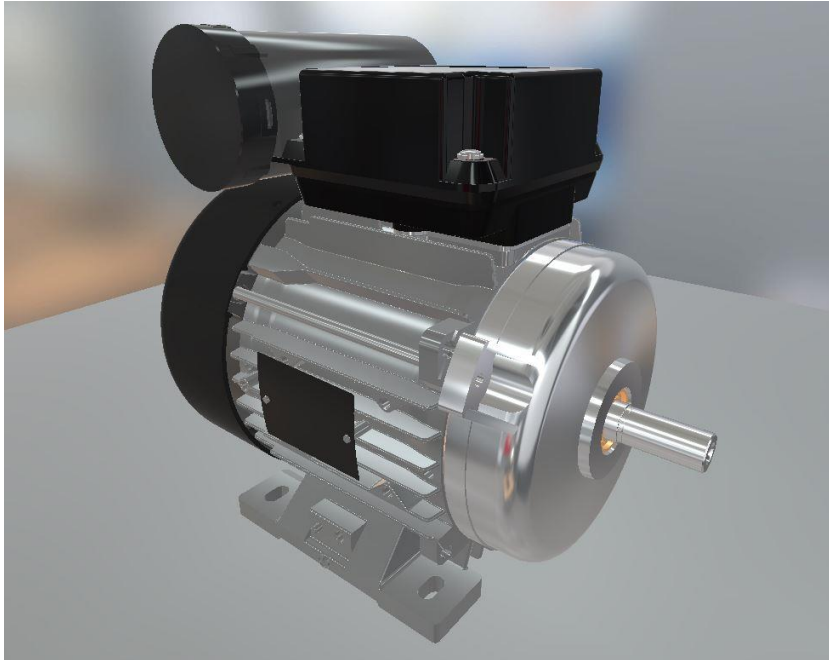
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# UNBAKED VS BAKED

Application of custom Unity Shaders to enhance natural looking integration in the life camera view

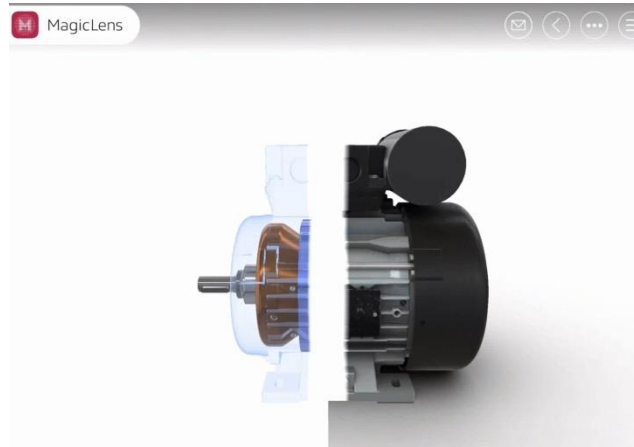
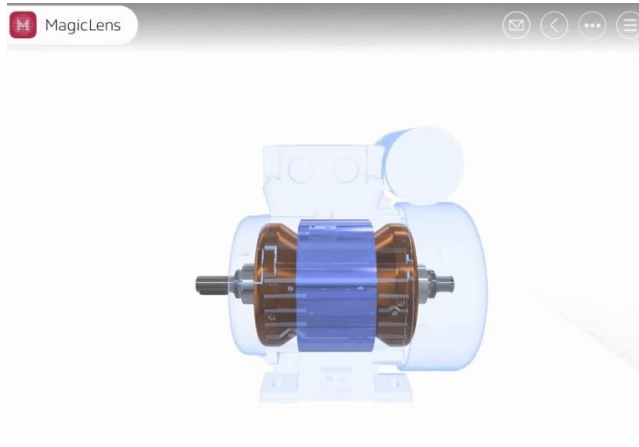
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# FADE IN OF OBJECTS

Various transition effects for smoothly fading in new 3d models into the camera view

---

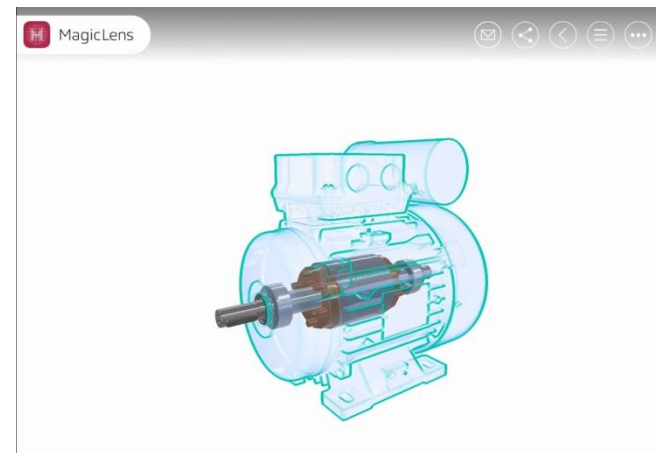


Click to see video example

# X-RAY SHADER

Step-by-step layering of sectional views to create an x-ray vision look and feel

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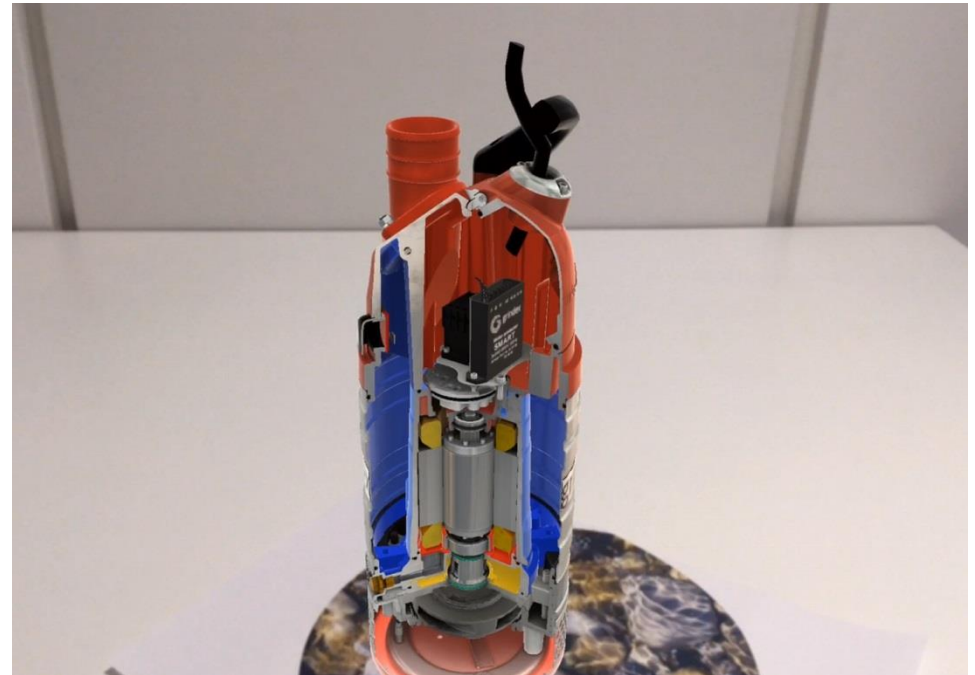
Click to see video example



# SECTIONAL VIEWS

Cutting through 3d models at any requested position and depths to show inner values

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# EXPLODED VIEW

Stretched out display of several individual 3d components that form an object



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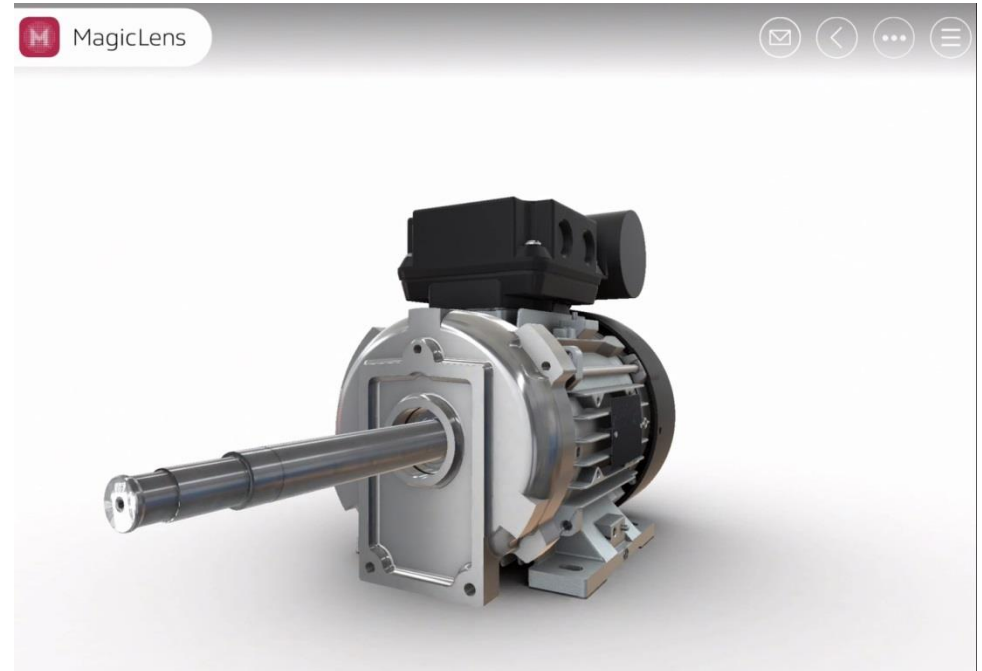
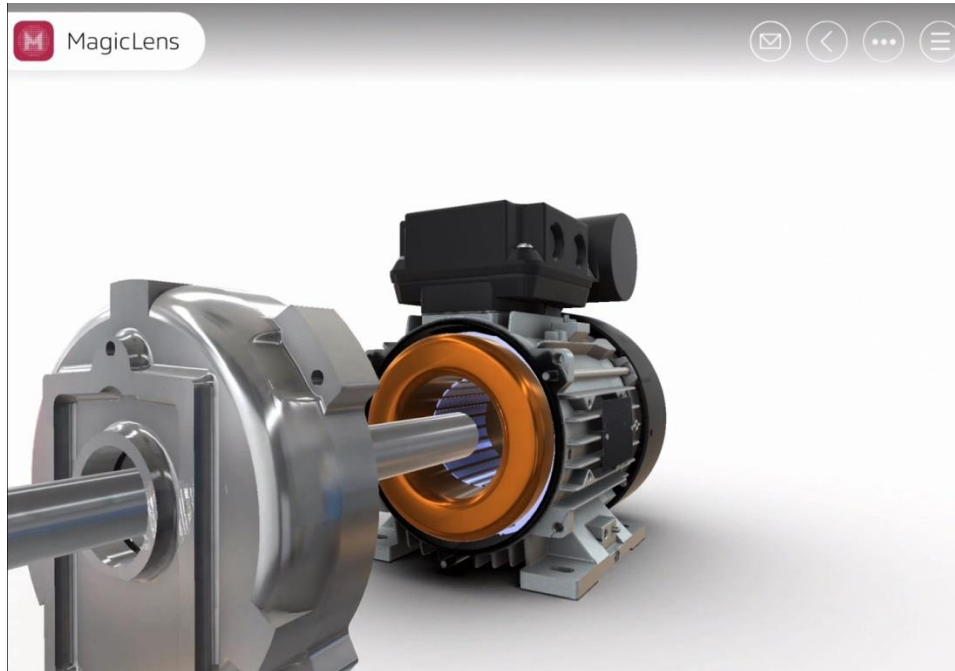


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# TRANSLATION ANIMATION

Moving 3d objects along the x, y or z axis

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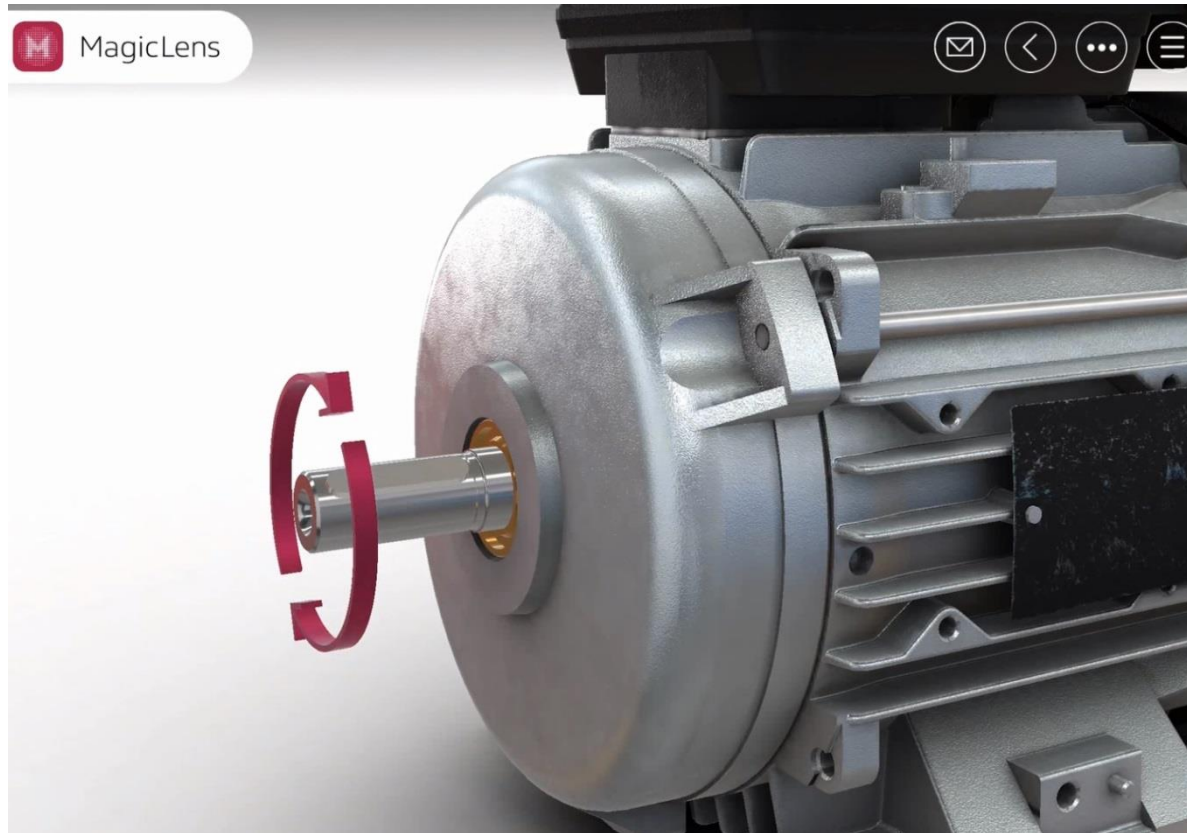
Click to see video example



# ROTATION ANIMATION

Rotating 3d objects along the x, y or z axis

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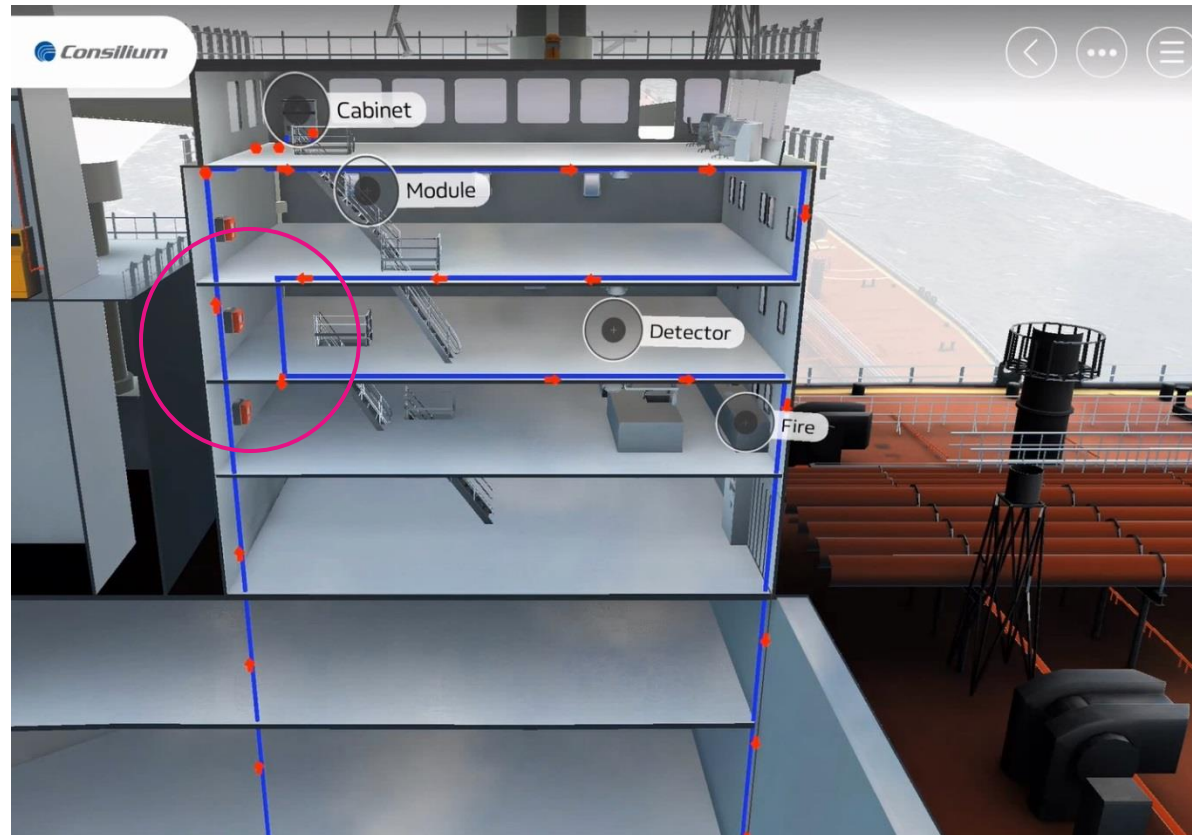


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# ARROW ANIMATION

Illustration of flows, directions or simple processes using moving arrows

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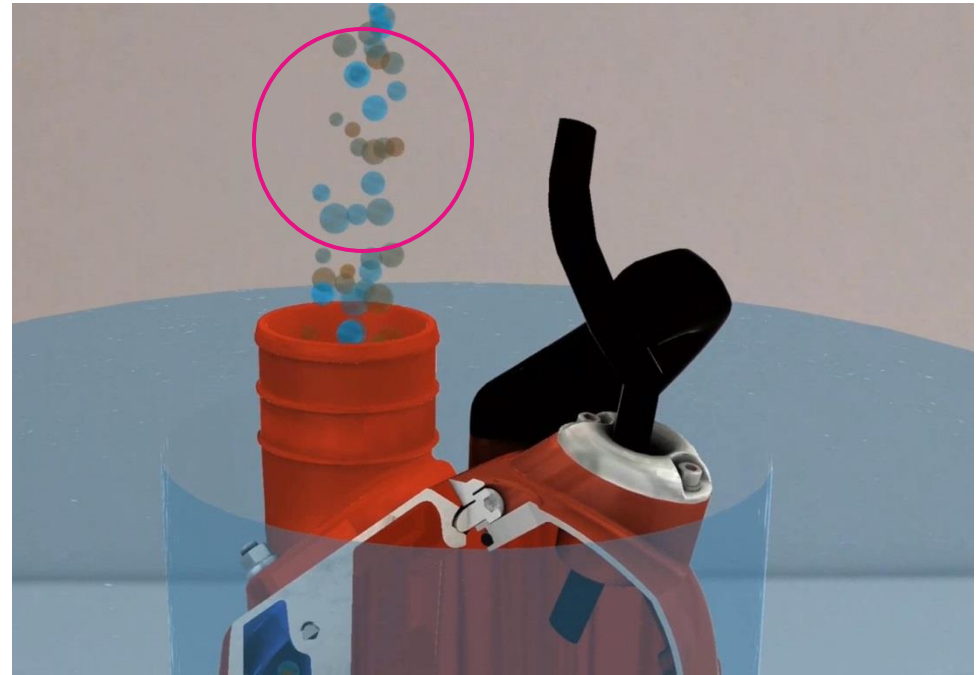
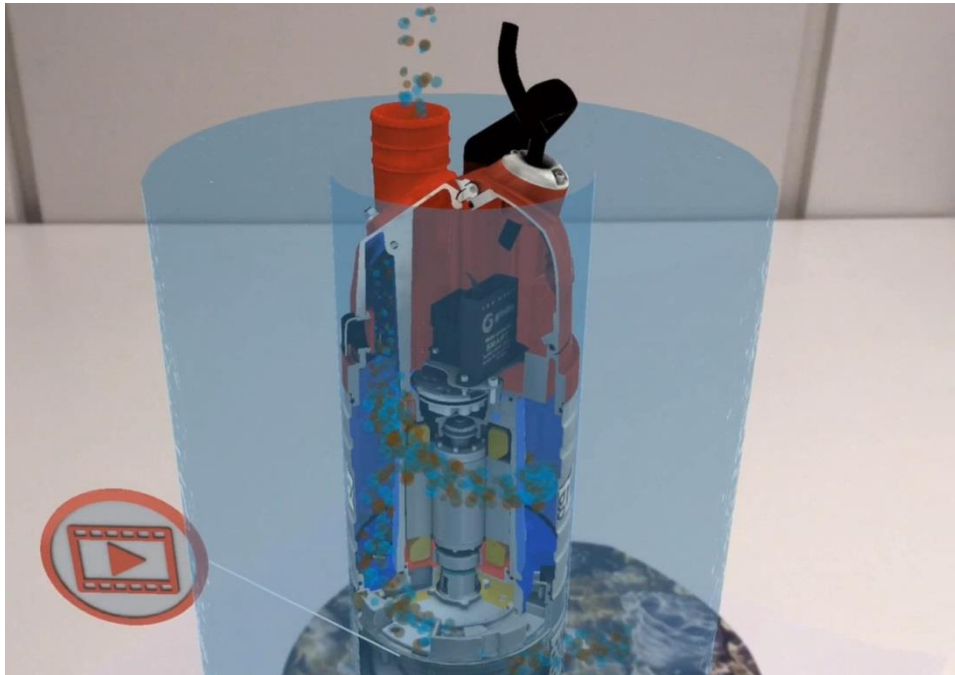


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# SIMPLE PARTICLE ANIMATION

Illustration of flows and processes using simple material visualizations

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[Click to see video example](#)

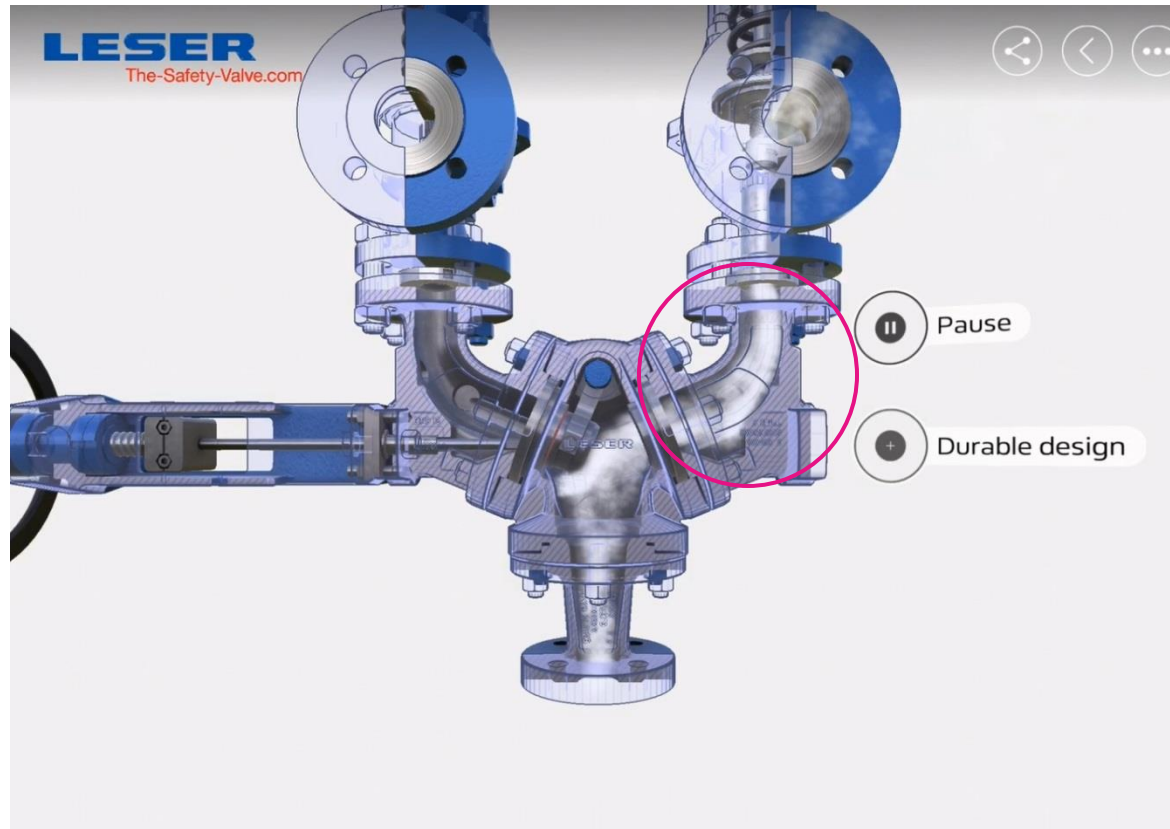


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# REALISTIC PARTICLE ANIMATION

Illustration of flows and processes using realistic material visualizations

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# PROCESS VISUALIZATION

Illustration of complex processes by animating 3d models



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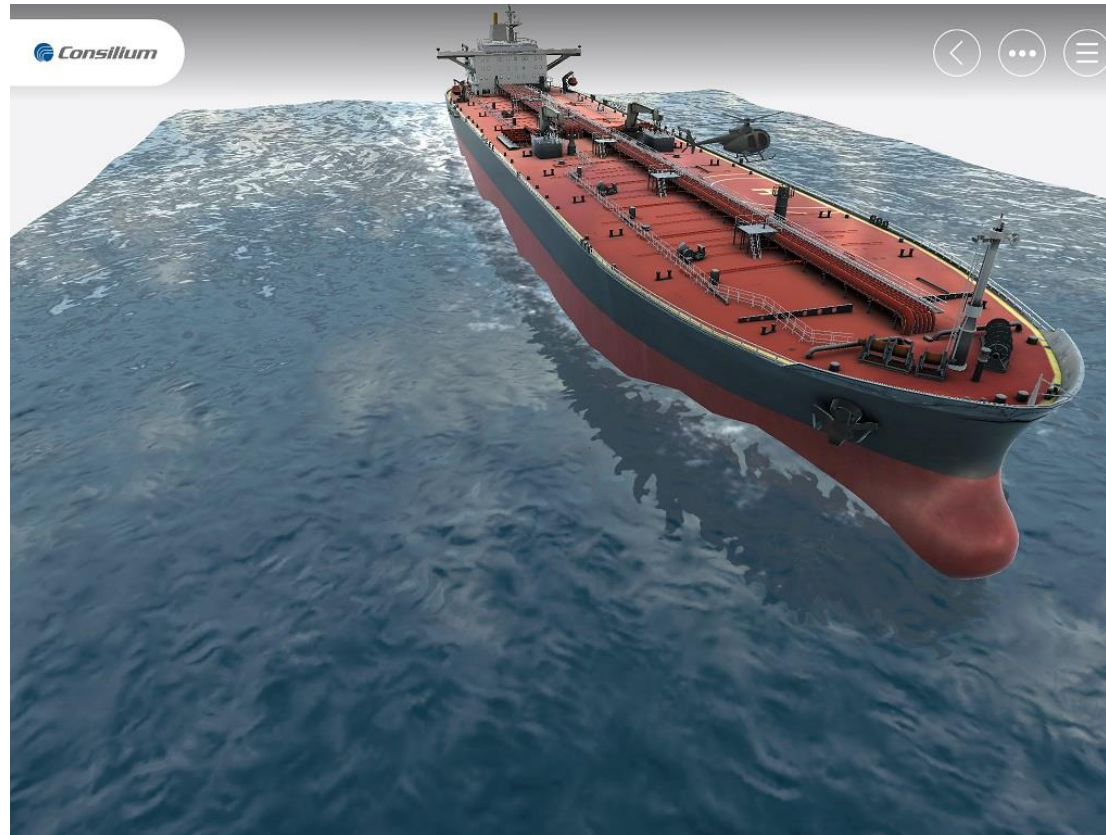
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# SCENERY EXAMPLE: WATER

Textures and effects to support illustration of use case scenarios

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# SCENERY EXAMPLE: LANDSCAPE

Textures and effects to support illustration of use case scenarios

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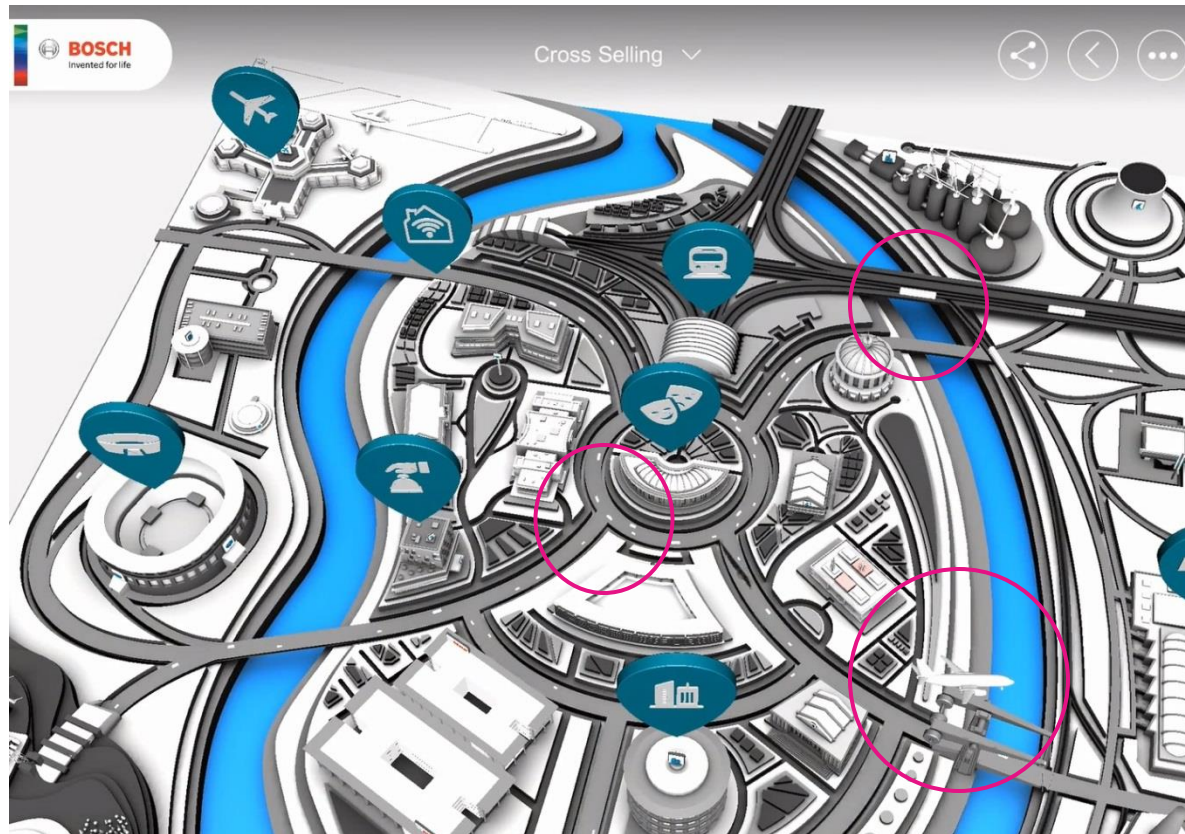
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# SCENERY EXAMPLE: CITIES & TRAFFIC

Textures and effects to support illustration of use case scenarios



Click to see video example

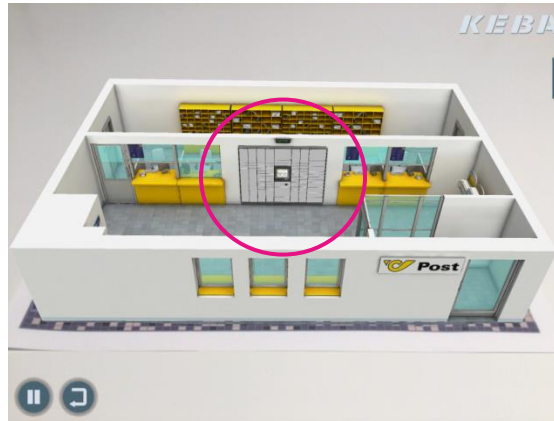
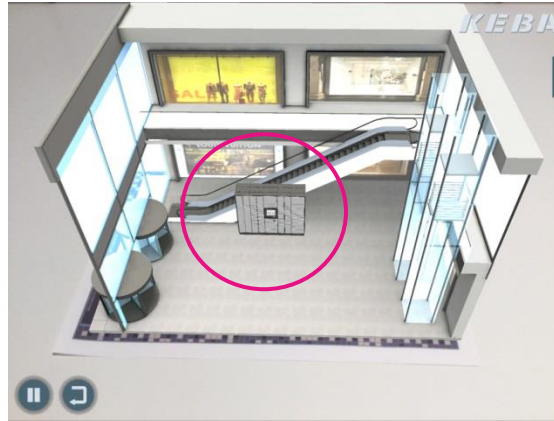
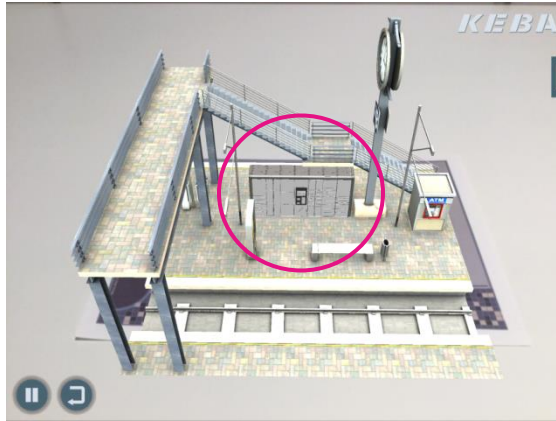


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# SCENERY EXAMPLE: INDOOR SCENES

Textures and effects to support illustration of use case scenarios



# CONTACT US

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## Humai Technologies GmbH

### Headquarter Austria

Dresdner Straße 91 / C2, 1200 Vienna  
info@magiclensapp.com  
0043 1 234 4624 23

### Sales D/A/CH

Dresdner Straße 91 / C2, 1200 Vienna  
sales@magiclensapp.com  
0049 170 700 9443

### Sales UK/Nordics

1 Primrose Street, EC2A 2EX, London  
salesuk@magiclensapp.com  
0044 750 237 2630

