2D Basic Solution

Summary

This solution represents a basic example that shows the fundamentals of how to compose a 2D scene. This includes the basic node types (SolidColorNode, BitmapNode and TextNode) and a camera that is linked to a render-target.

It demonstrates the outstanding possibilities of CGI Studio's TextNode with a welcome text in various languages. This shows that handling of even complex fonts and different text directions is supported.

An animation of Vector Graphics adds some gentle motion to this otherwise static 2D scene.

Description

2D Scene

There is one 2D scene in the whole solution.



The scene is composed of three parts:

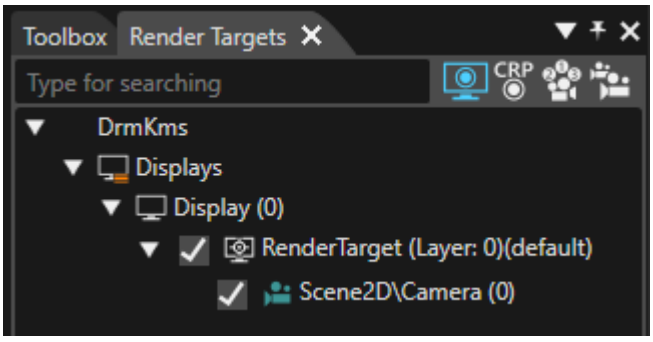
- On the left side you can see a "Menu" with welcome texts in different text styles and languages.
- The center displays the CGI Studio logo.
- On the right side there are four different Vector Graphics. An animation enhances the static 2D basic solution with motion.

Here is an overview of how to map parts of the scene tree to the individual parts of the scene.



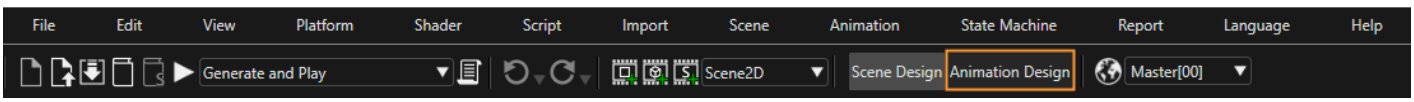
Camera

The camera is linked to a created render-target which is necessary for rendering. The render-target is linked to a display.

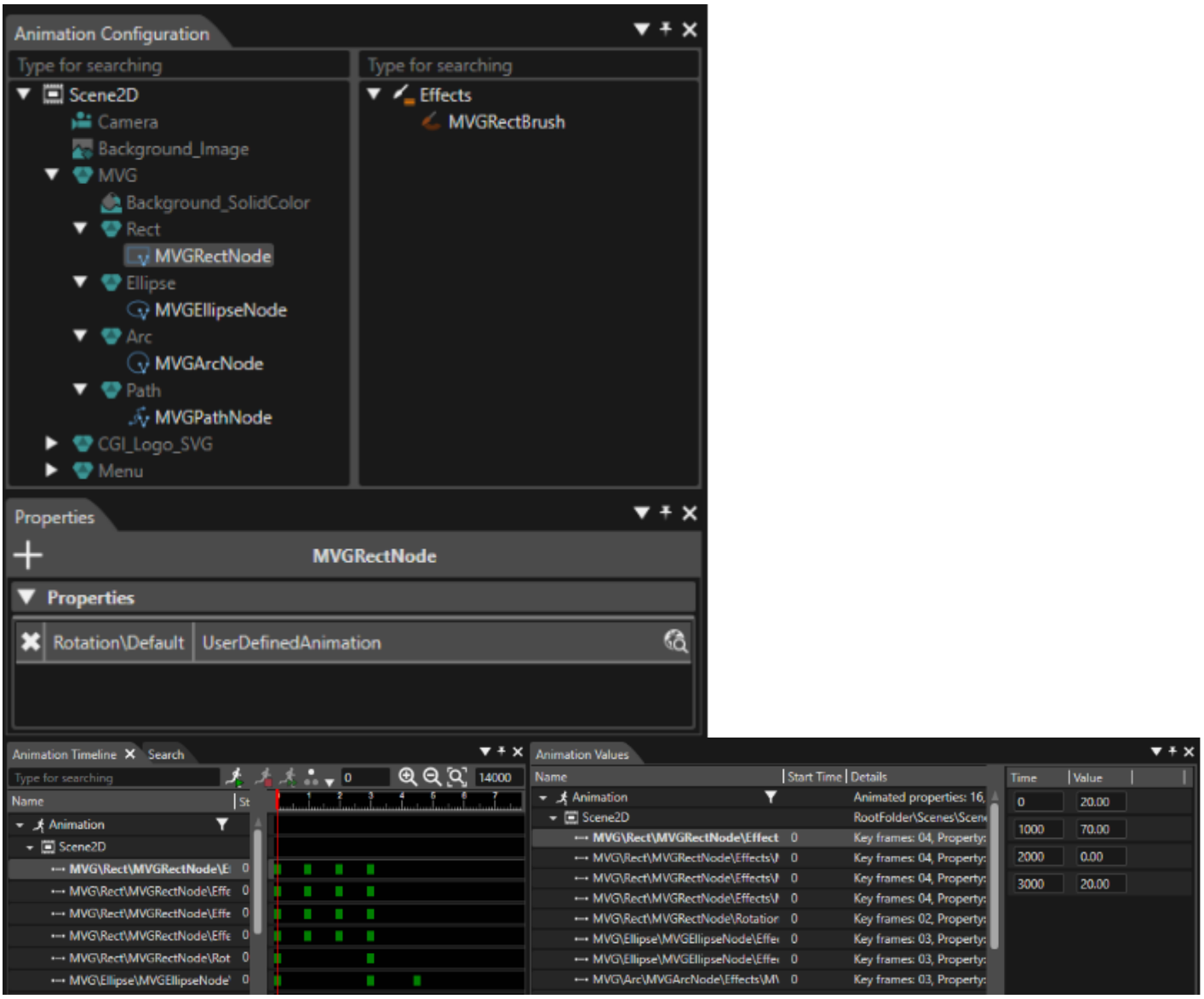


Animation

Details of the animation can be viewed in "Animation Design" mode. To switch to this mode, click the corresponding button in the menu.



In "Animation Design" mode you can view the Animation Configuration, Animation Timeline and Animation Values. They allow you to analyze and modify the animation.



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