Qt3D

This article provides an overview of Qt3D, a set of extension classes for the Qt OpenGL module to enhance the use of OpenGL in Qt 4.7 and higher.

Currently Qt3D is in preview state and might not be suitable for professional use. With Qt3D it is easy to create 3D scenes and games with both C++ and QML. Read more about Qt3D from http://doc.qt.nokia.com/qt3d-snapshot/.

Building for desktop

It is possible to test out the technology though. Easiest way to test out the possibilities is building example projects for Desktop.

For this you need to do the following steps.

1. Install latest Qt SDK from http://www.developer.nokia.com/Develop/Qt/
2. Install Visual C++ 2008 Express Edition with SP1 from http://www.microsoft.com/visualstudio/en-us/products/2008-editions/express (This comes with MSVC toolchain needed to build with the techpreview version of Qt3D).
3. Install Qt for Open Source C++ development on Windows (VS2008) from http://qt.nokia.com/downloads/windows-cpp-vs2008 Install it to location that you will remember (default is mostly good).
4. Install latest Qt3D desktop build from FTP: ftp://ftp.trolltech.com/qt3d/win/
5. Restart your computer
6. Browse to C:\Program Files (x86)\Microsoft Visual Studio 9.0\VC\ in your computer and run vcvarsall.bat This sets environment variables to point to VS2008.
7. Open Qt Creator, and go to Tools->Options, and select "Qt4". If you don't have Qt 4.7.4, located in the path you installed in step 3, you have to Add it manually. Locate the c:\qt\4.7.4\bin\qmake.exe
8. Load up the example .pro file. Select "Desktop" as target.
9. Verify in Project settings that the "Qt 4.7.4" is selected 10. Hit "Run".

Further reading

Spaceblok game example in Developer Nokia Projects was made utilizing Qt3D. You can read more about Qt3D and download the source code from https://github.com/nokia-developer/space-blok-qt.

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