Introduction

CGI Studio - Scene Composer, and the Candera Graphics Engine - provides a tool chain which is targeted at embedded real-time 2D/3D graphics. As embedded platforms do not have the computing power of modern desktop hardware it is often necessary to adapt 2D/3D graphical content to fit the platform demands.

The scope of this document is to explain best practices regarding ***design of graphical content***, to meet specific needs of the CGI Studio tool chain importing such content.

Further, experiences and potential pitfalls by using specific content generation tools are described.

After reading this document, a Graphics Designer shall know how to benefit from the key features of CGI Studio.

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