

Sample/Device Correlation Table

The sample solutions included in Scene Composer vary depending on the platform (package type). This section illustrates the correlation between each platform and its corresponding sample solutions.

<u>MenuScreens</u>	☐	☐	☐	☐	☐
<u>MixedReality</u>	☐	☐	☐	☐	☐
<u>OpenGL 2D Effects</u>	☐	☐	☐	☐	☐
<u>Physically Based Rendering</u>	☐	☐	☐	☐	☐
<u>Post Processing</u>	☐	☐	☐	☐	☐
<u>Scripting</u>	☐	☐	☐	☐	☐
<u>Transition</u>	☐	☐	☐	☐	☐

<u>In-Vehicle</u>	○	□	○	○	□
Infotainment					

Post Processing	☐	☐	☐	☐	☐

<u>Post Processing</u>	☐	☐	☐	☐	☐
<u>Scripting</u>	☐	☐	☐	☐	☐
<u>Transition</u>	☐	☐	☐	☐	☐

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