ThreeSixty3D

- [www.threesixty3d.com](http://www.threesixty3d.com)
- Processing-based, realtime interactive 3d content on low end graphics card
- Rendering is hardware accelerated, performed on the graphics card via OpenGL, allowing superior data handling at higher speed, realtime high dynamic range (HDR) lighting and use of realtime shaders.
- Collada import
- Commercial Licenses available
  - Michele Sandroni
  - Milan, Italy
  - [info@threesixty3d.com](mailto:info@threesixty3d.com)

Hemesh

- [http://www.wblut.com/2010/05/04/hemesh-a-3d-mesh-library-for-processing/](http://www.wblut.com/2010/05/04/hemesh-a-3d-mesh-library-for-processing/)
- 3d mesh library for Processing
- uses a *half-edge* data structure, which renders faster.
- no shader/ texture support
- source code available
  - [fvanhoutte@wblut.com](mailto:fvanhoutte@wblut.com) (author)

Stereo Viewing in Processing

- uses two virtual cameras / viewports at slightly different angles and outputs them side by side.
- source code
  - [http://wiki.processing.org/w/Stereo_viewing](http://wiki.processing.org/w/Stereo_viewing)

Vuzix Stereoscopic support

- all models support *side-by-side* 3d output.