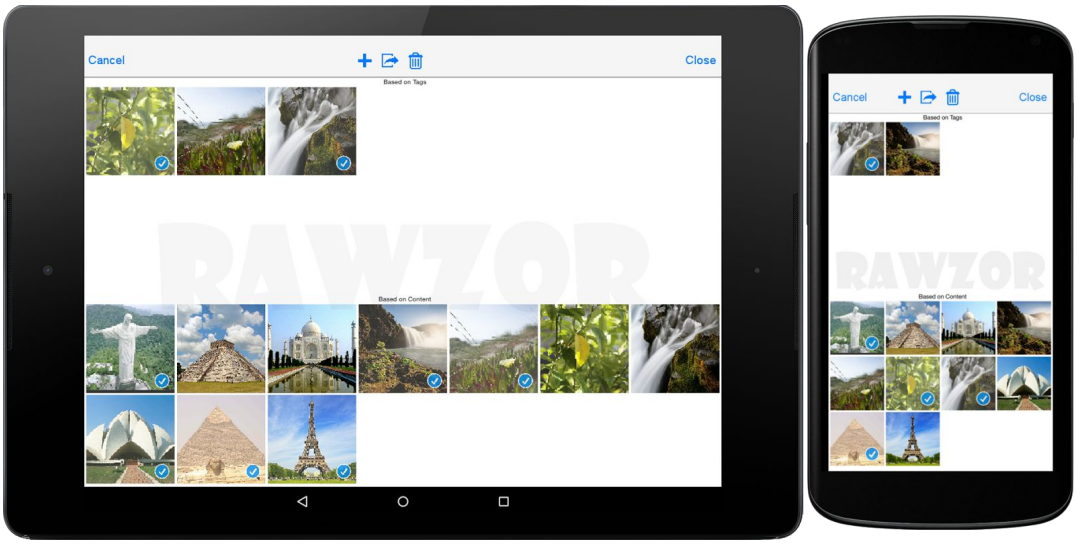
Cross Platform App Development - OpenGL/Cocos2dx

A Case Study on Multi Platform App Development by Rawzor Technologies, India.

Challenge

Develop a Photo Archiving and Browsing app for iOS, Android, Windows and Mac OSX.

RIGHT: App developed using C++/OpenGL/Cocos2dx running on iPhone and iPad.



Solution

Implemented common cross-platform app that can run across different platforms using OpenGL and Cocos2dx. App was developed in C++.

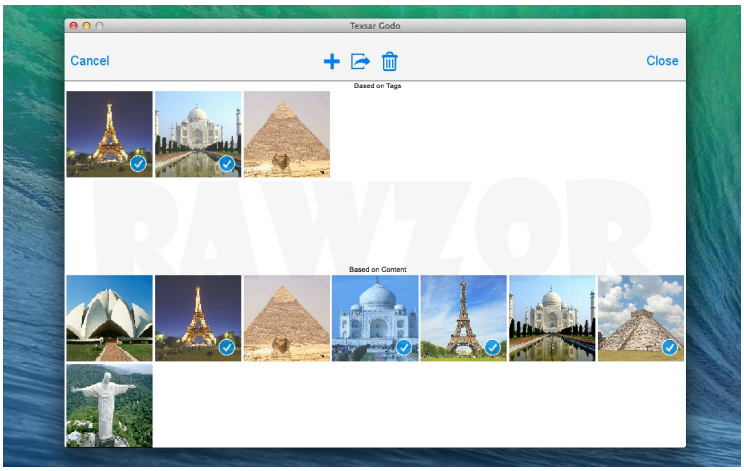
LEFT: App developed using C++/OpenGL/Cocos2dx running on Android Nexus9 and Nexus4.

Key Results

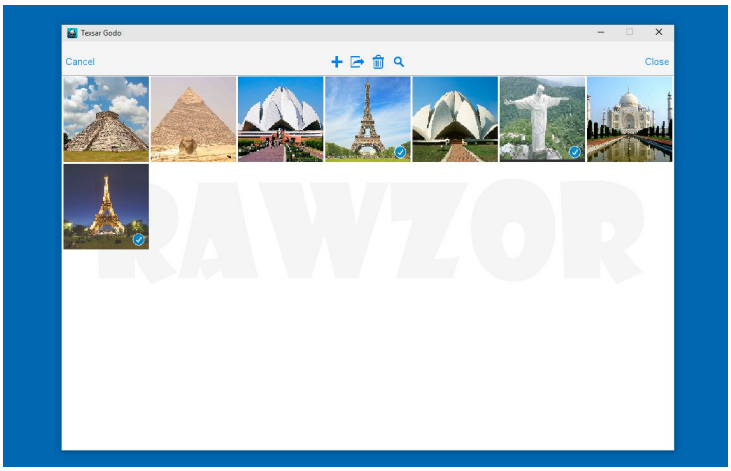
Uniform streamlined user experience across all platforms - iOS, Android, OSX and Windows.

App development, maintenance and testing costs dramatically reduced. One common code base in C++.

Similar look and feel as the default iOS Photos App.



App running on Mac OSX



App running on Windows

RIGHT: The default iOS Photos app running on iPad and iPhone. The C++/OpenGL/Cocos2dx app above has similar look and feel.

Rawzor Technologies, India.

We Build Great Software, We Can Build Yours. www.rawzor.com

Rawzor is located in the amazing city of New Delhi in India.

Since 2008, we have worked with teams and clients spread across US, UK, China, South Korea, Serbia, Australia, India, Singapore, Denmark, Saudi Arabia, Israel and UAE.

Our Expertise

Data Compression Algorithms and Research	Image Processing Algorithms and Research	Computer Vision Algorithms and Research	GPGPU Implementations and Optimizations
Web Services and Web App Development	Cross Platform Mobile Apps for Android, iOS and Windows	Cross Platform Desktop Apps for Windows, Linux and Mac OSX	OpenGL, Cocos2dx and Game Development
User Interface Design and Usability Analysis	Apps for MS Lync, Cisco Jabber and Vidyo Works	Apps for Google Hangouts and Skype for Business	Embedded Systems and Driver Development
High Performance Computing (HPC) on Grids and Cloud	Photo Realistic 3D Material Physics Simulations	Reverse Engineering Proprietary Protocols and File Formats	

Mobile, Desktop and Web App Development

Algorithm Development and Research

Data Compression
Image Processing
Computer Vision

GPGPU Implementations
Material Physics Simulations
Optical Physics Simulations

Mobile App Development

Native Apps
iOS, Android, Windows
Objective C, Swift, Java, C#

Cross Platform Apps
OpenGL, Cocos2dx, C++
Phonegap, Unity, Titanium
HTML5, Javascript

Desktop App Development

Native Apps
Windows, Mac OSX, Linux
C#, Objective C, Swift, C++

Cross Platform Apps
OpenGL, Cocos2dx, C++
HTML5, Javascript
Java SWT

Enterprise Web Development

Web Services and API
.Net, Java, Node.js
REST, Soap, WebSockets

Web Apps
HTML5, Javascript, CSS3
Bootstrap, Angular, Kendo
Responsive Design

(Checkout company details and complete case studies at: http://rawzor.com/solutions/)

Send us a brief on what you need, or schedule a Skype/Hangouts/Phone call to discuss details.
Contact us today and we can start building your ideas into reality, solutions@rawzor.com.
Rates from $19/hour to $96/hour.

Case Studies

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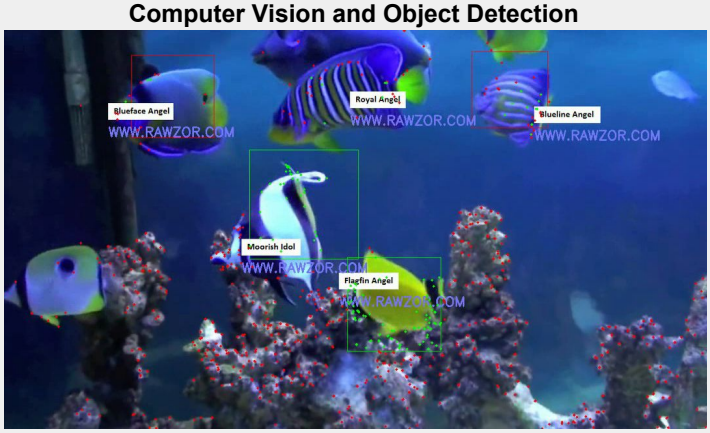
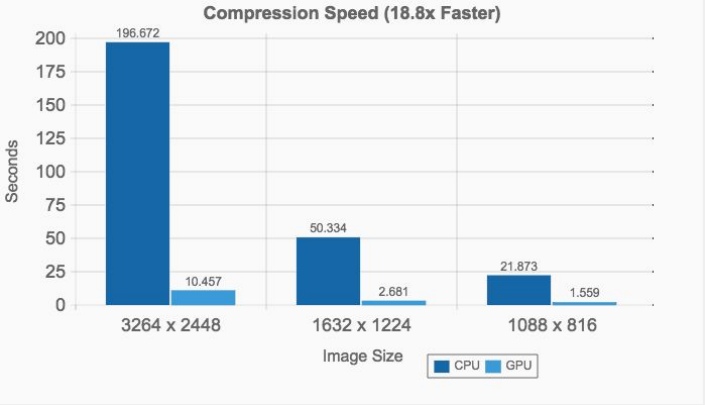
Computer Vision and Object Detection



Real time detection and tracking of up to 100 items at 30 FPS on a 3.1 Ghz 4 Core Intel i7.

GPGPU Implementations and Optimizations

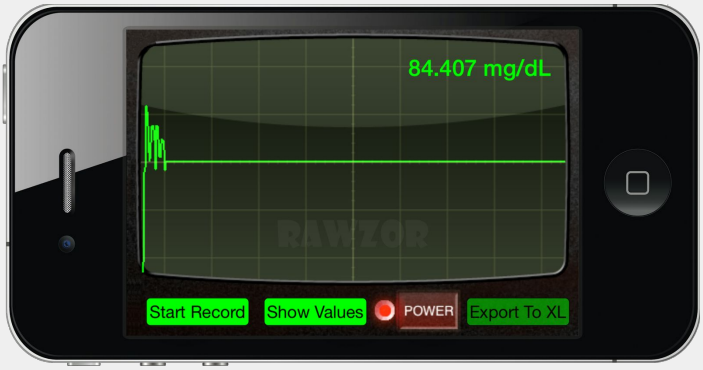


18.8x faster compression on GPU. Compression time reduced by a whopping 94.7%. Decompression time reduced to 52.6%.

Light Refraction and Internal Reflection Simulation

Simulation of Brilliant Cut Diamond's light refraction and internal reflection with optical and material physics using ray-tracing.

Signal Processing for Medical Data Analysis



Signal processing for a portable battery-less blood glucose monitor that can plug into phone or laptop audio jack.

Image Compression Benchmark

Results for lossless and lossy image compression on a carefully chosen set of high-resolution high-precision test images (using Jpeg, Jpeg-LS, Jpeg2000 and Jpeg-XR).

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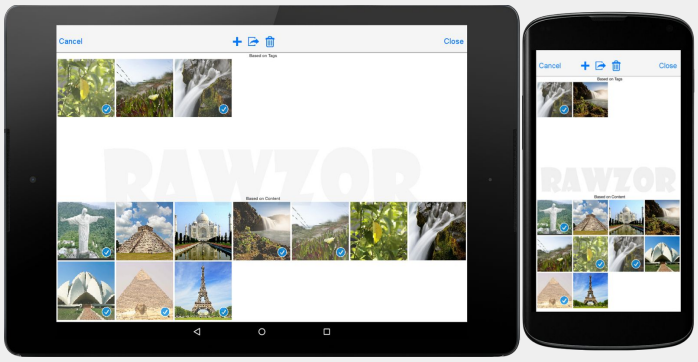
Multi Platform App Development using Native Technologies

Healthcare app for iOS, Android, Web, Windows and Mac OSX developed using the native development tools and languages for each platform.

Cross Platform App Development using OpenGL/Cocos2dx



Implemented common cross-platform app for Photo Archiving and Browsing that can run across iOS, Android, Windows and Mac OSX using OpenGL and Cocos2dx.

Cross Platform App Development using HTML5/JS

Implemented common cross-platform app for Arabic Schedule Management that can run across iOS, Android, and Web using HTML5/JS.

Vidyo SDK and API Integration

Native Desktop and Mobile apps across iOS, Android, OSX, Windows and Web integrated with Vidyo SDKs and Vidyo API to enable advanced call flow management features.

Cross Platform App Development using OpenGL/Cocos2dx

Implemented common cross-platform app for Photo Editing that can run across iOS, Android, Windows and Mac OSX using OpenGL and Cocos2dx.

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