

# Дрон-шоу must go on

SPH Engineering

Алексей Янкелевич

R&D Director

[ayankelevich@ugcs.com](mailto:ayankelevich@ugcs.com)

[www.droneshowsoftware.com](http://www.droneshowsoftware.com)

Давным-давно  
в далекой  
галактике...





**Лазеры**

**Свет**

**Фейерверки**

**Дроны**



Продукт или Сервис ?

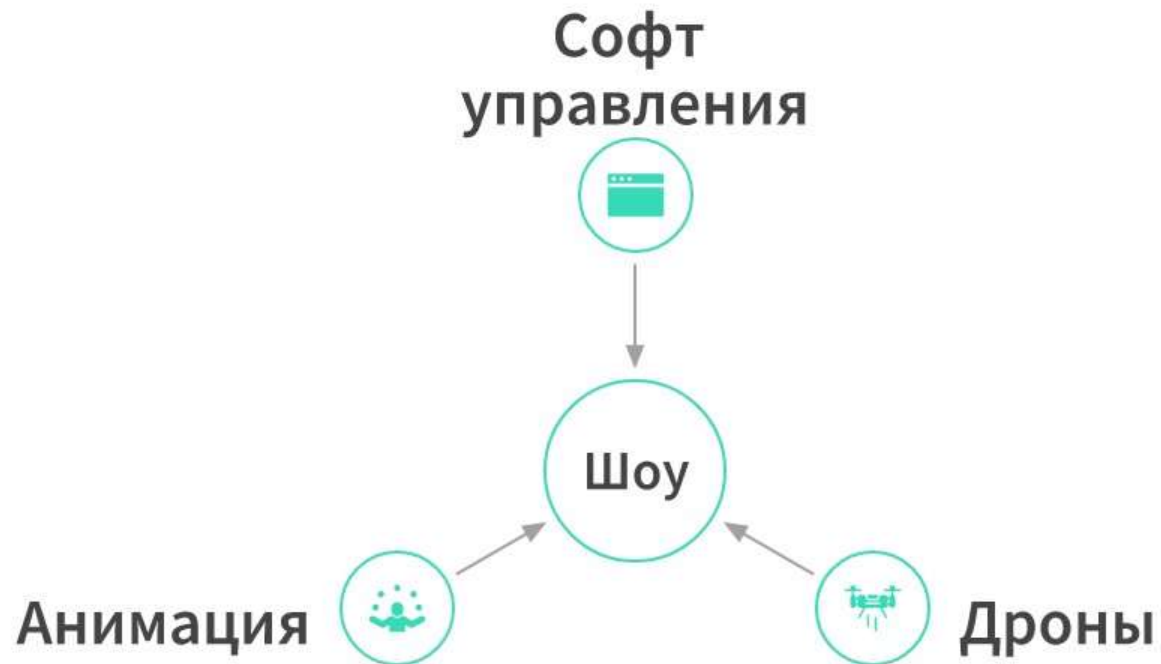
Продукт = Технология + Обучение



**35 клиентов  
20 стран**



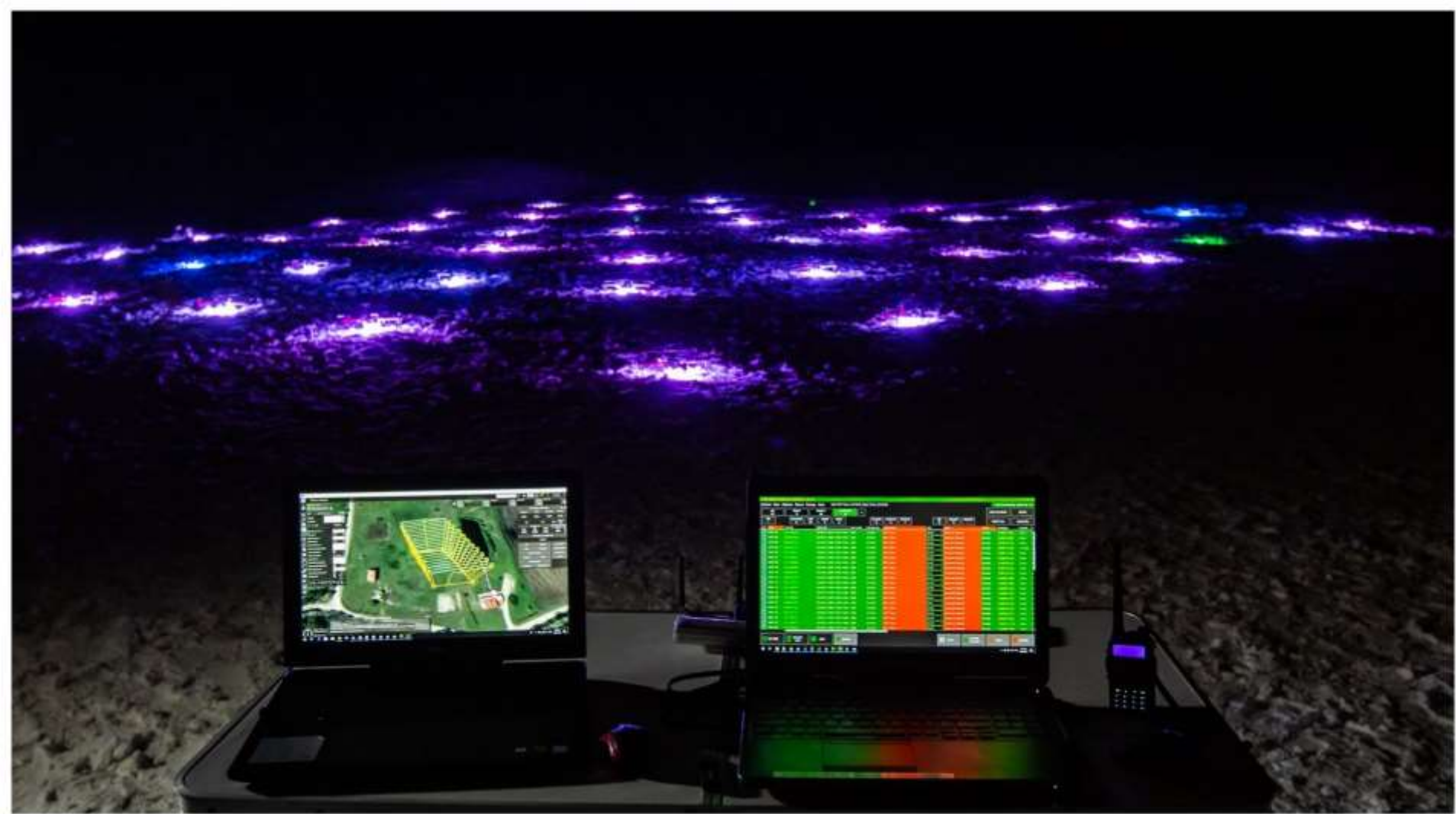
# Технология

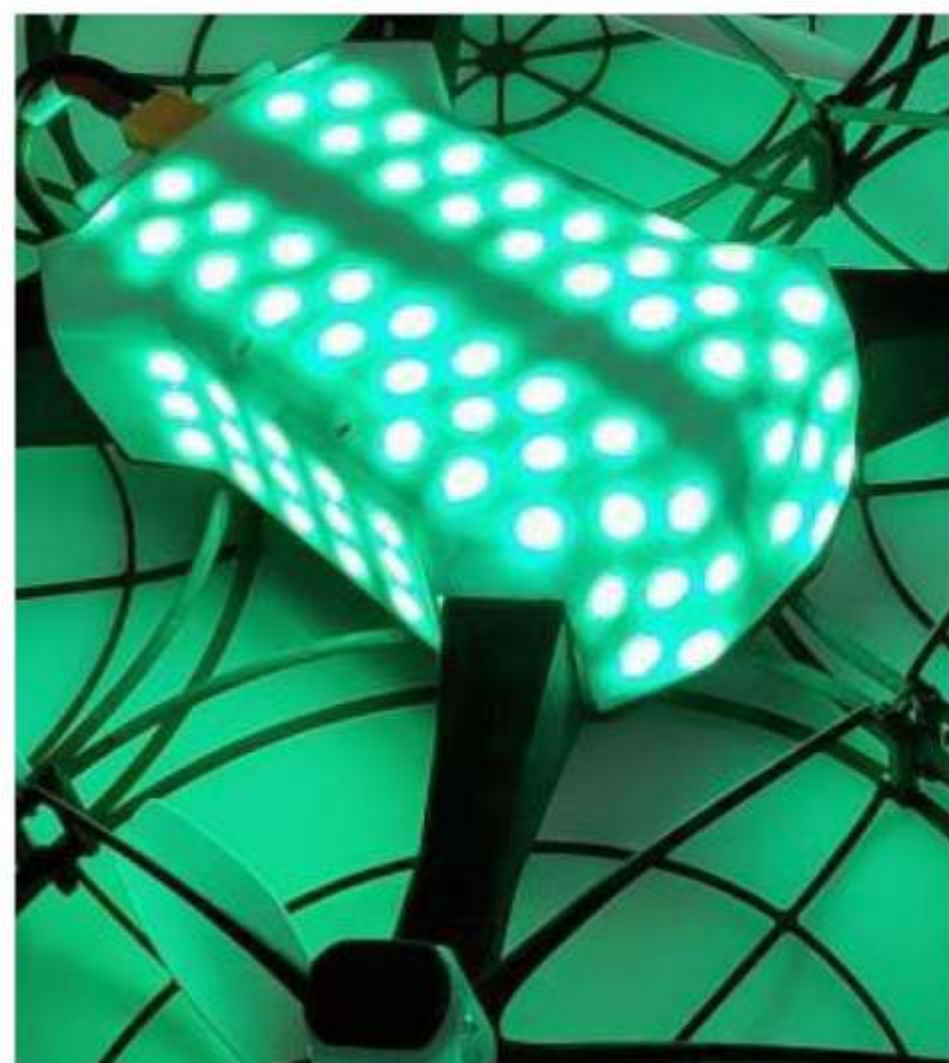




The image shows a screenshot of the Blender 2.79 software interface. The main 3D viewport displays a scene with a dark blue background and a grid of glowing blue particles. The interface includes a top menu bar with options like File, Edit, Render, Window, Help, and various toolbars. On the right side, there is a Properties panel with settings for a 'Scale' object, including 'Number Samples' (set to 256), 'Viewport Depth', and 'Subsurface Scattering'. At the bottom, there is a timeline and a console window. A large white text overlay is centered on the screen.

# Blender, Maya, Cinema 4d



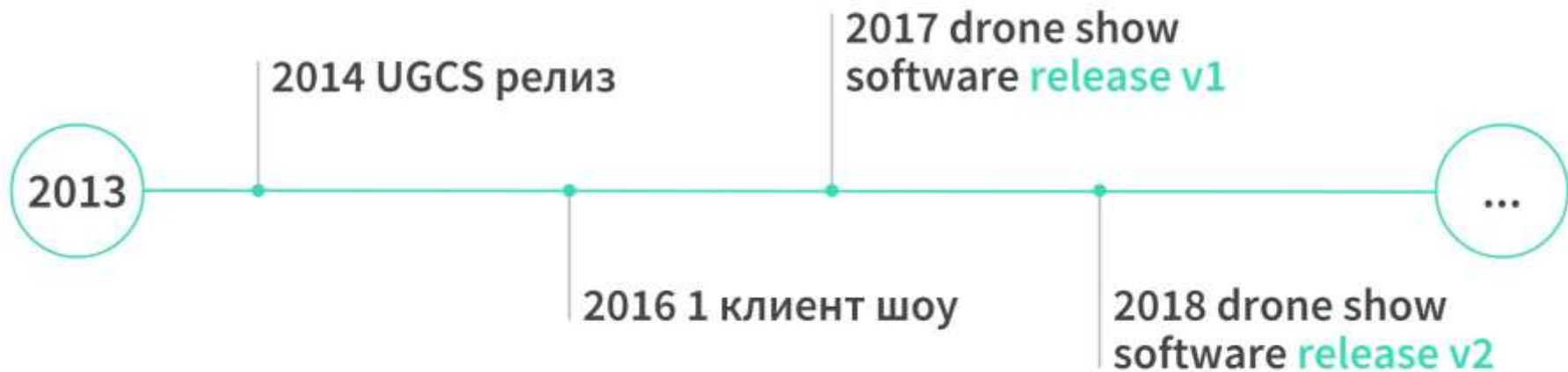


# Партнеры в России

**КРОК**

**DroneTech**

# SPH Engineering: краткая история



# Вопросы

Алексей Янкелевич

[ayankelevich@ugcs.com](mailto:ayankelevich@ugcs.com)

R&D Director

[www.droneshowsoftware.com](http://www.droneshowsoftware.com)