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Qt3D is the Qt component that adds 3D support to Qt Quick for easily integrating 3D functionality. Qt3D has been in development for some time and was going to be an "essential" module to Qt 5.0 before being moved to just an add-on as part of Nokia's Qt changes prior to selling it to Digia. Qt3D offers up a lot of potential for 3D user-interfaces and applications, but hasn't seen too much work recently -- the last time we got to mention it was when talking about OpenGL taking on a greater role within Qt in late 2012.

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