

This application use these following libraries :

* 3D Engine: Ogre

<http://www.ogre3d.org/>

Licence : LGPL

* Tracking : ARToolKit

<http://www.hitl.washington.edu/artoolkit/publications/>

Licence : GPL

* Video Grabbing: DSVideoLib

<http://sourceforge.net/projects/dsvideolib/>

Licence : GPL

* Parser : JsonCpp

<http://jsoncpp.sourceforge.net/>

Licence : Public Domain

And :

Mandatory

* Microsoft Visual C++ 2005 redistributable