

Adrian Altenhoff, Adrian Egli, Matthias Flierl 3D Water surface

Wasser Oberfläche

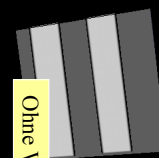
- Visualisierung mit Coin3D
- Simulation von Wasser: Wellengleichung
(siehe Vorlesung)



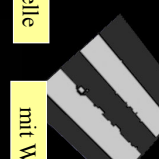
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Boden

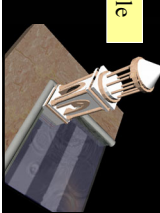
- Prozedurale Textur



Ohne Welle




mit Welle



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
3 Schichten Modell

- Oberfläche
- Farbfiler
- Boden

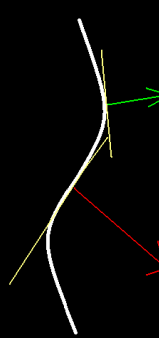


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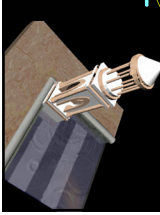
Berechnung der Proz. Texture



Texture ohne Welle



Dargestellte Texture



Demo

- Adrian Altenhoff
- Adrian Egli
- Matthias Flierl

