



OCEAN SIMULATION

王勁智 chinchih15@gmail.com

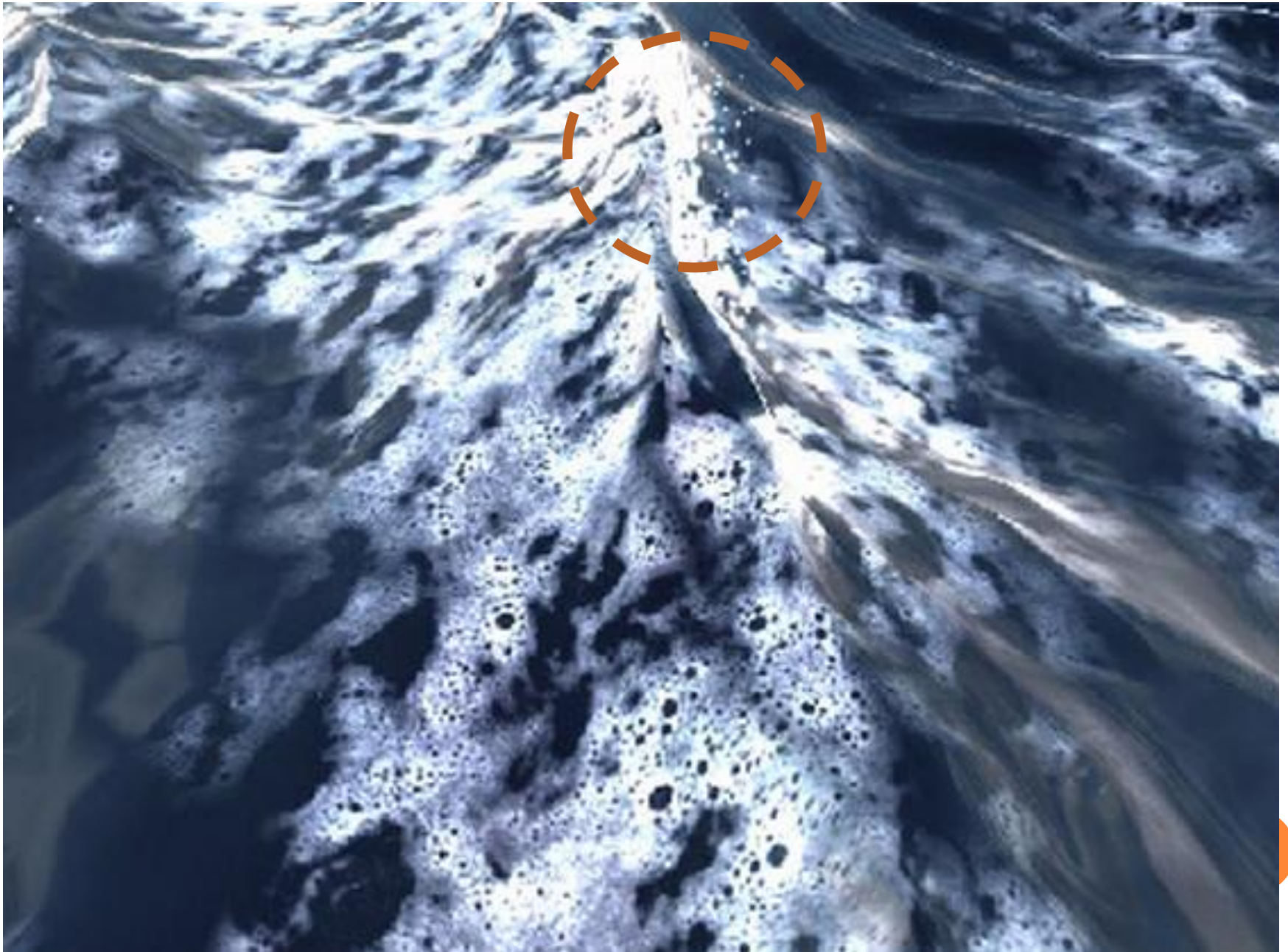
吳家翔 taco.wu@gmail.com

顏昭恩 twelalic@gmail.com

富嶽三十六景 神奈川沖
浪裏

江村 嘉郎



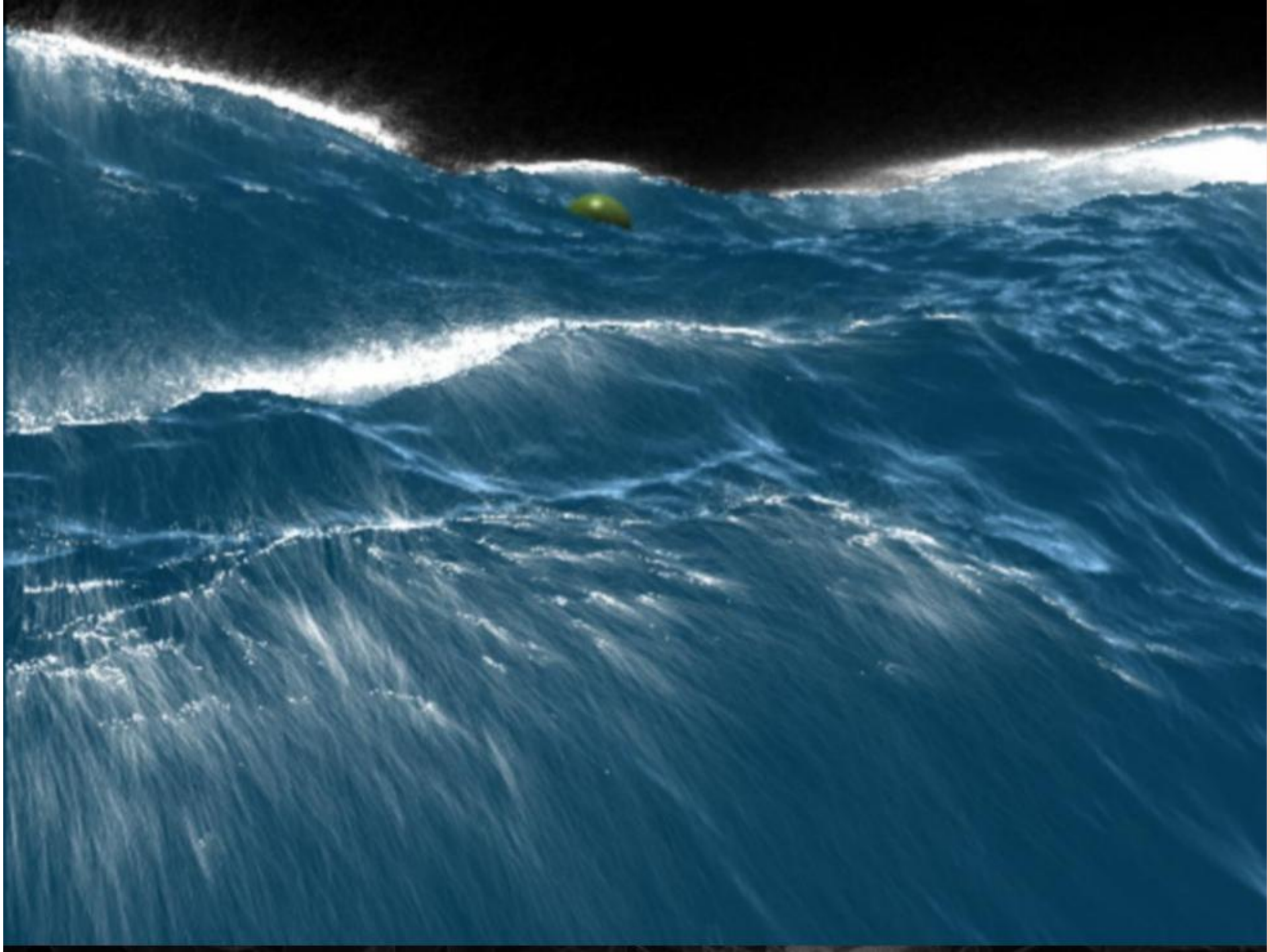


MIDTERM STATUS

○ Ocean rendering

- Gerstner Wave
 - Perlin Noise
 - FFT ✓
- Choppy ✓
- Particle System
- Cube mapping ✓
- A terrain interacts with particles



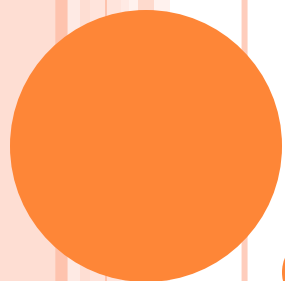


CURRENT STATUS

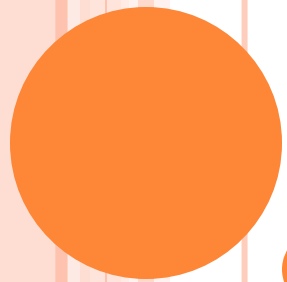
○ Ocean rendering

- Gerstner Wave
 - Perlin Noise
 - FFT
- Choppy
- Particle System
- Cube mapping
- A terrain interacts with particles





DEMO



Q&A