



OCEAN SIMULATION

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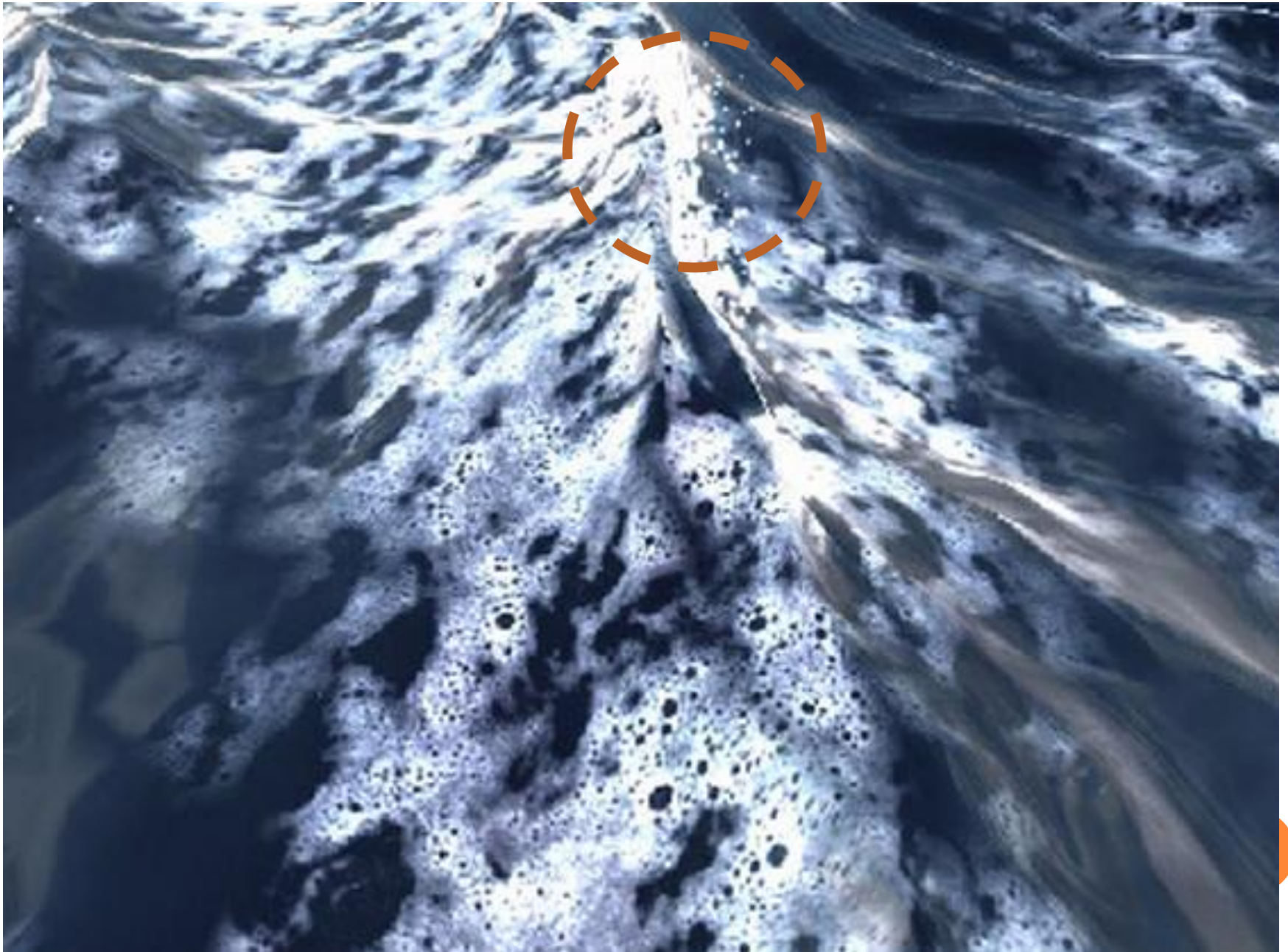
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PROJECT GOALS (ORIGINAL)

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



PROJECT GOALS (REALISTIC)

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



PROJECT GOALS (DIFFERENCE)

- Ocean rendering

- Gerstner Wave

- Perlin Noise

- FFT

- Choppy

- Particle System

- Cube mapping

- A terrain interacts with particles

Rendering is more interesting

Time constrain

Time constrain



CURRENT STATUS

○ Ocean rendering

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



