Aquagraphics

▼ Ressources

- Water rendering en C++ et OpenGL (raytraced reflection & refraction)

GitHub - realkushagrakhare/ProjectWater: Realistic water rendering using shaders in OpenGL. Inspired from Evan Wallace's WebGL water rendering.

Realistic water rendering using shaders in OpenGL. Inspired from Evan Wallace&#39;s WebGL water rendering. - GitHub - realkushagrakhare/ProjectWater: Realistic water rendering using shaders in ...

○ https://github.com/realkushagrakhare/ProjectWater

- Water simulation en C et GLSL (gpu)

GitHub - MauriceGit/Water_Simulation: Water-Simulation with real time specular reflection on the waters surface. The reflection is implemented in GLSL

Water-Simulation with real time specular reflection on the waters surface. The reflection is implemented in GLSL and runs on the GPU and in screen space. The water its

○ https://github.com/MauriceGit/Water_Simulation

- Water rendering C++ et OpenGL

GitHub - teodorplop/OpenGL-Water: Water Rendering using OpenGL and C++

Water Rendering using OpenGL and C++. Contribute to teodorplop/OpenGL-Water development by creating an account on GitHub.

○ https://github.com/teodorplop/OpenGL-Water

teodorplop/
OpenGL-Water

Water Rendering using OpenGL and C++

⚇ 0   ⊙ 1   ☆ 31   ⑂ 5
Contributors   Issue   Stars   Forks

- Evan Wallace le boss

WebGL Water

Made by Evan Wallace

Ⓔ https://madebyevan.com/webgl-water/

- Evan Wallace github

GitHub - evanw/webgl-water at 73eda8be832b649367b25ea5690c1f0181bb56ad

WebGL Water Demo. Contribute to evanw/webgl-water development by creating an account on GitHub.

https://github.com/evanw/webgl-water/tree/73eda8be832b649367b25ea5690c1f0181bb56ad

evanw/**webgl-water**

WebGL Water Demo

👤 1 Contributor 🕐 12 Issues ☆ 950 Stars ⑂ 226 Forks

- Les Caustiques par Evan Wallace

Rendering Realtime Caustics in WebGL

I created http://madebyevan.com/webgl-water/ back in 2011 and I've always been meaning to explain how it works. The most interesting aspect…

https://medium.com/@evanwallace/rendering-realtime-caustics-in-webgl-2a99a29a0b2c

- Article "Real time rendering optical effects of water" (C++, OpenGL, GLSL)

https://www.cs.umd.edu/~mount/Indep/Aharon_Turpie/final-rept.pdf

- Video Youtube

20 - How to write a Height-Field Water Simulator with 100 lines of code.

In this tutorial I explain how to simulate water as a height field and its two-way interaction with solid objects.

The demo:

https://www.youtube.com/watch?v=hswBi5wcqAA&list=PLMlwtHzmNCipW34oJ-vxAB3BGeR37l-Gm&index=5

- Video Youtube

Beautiful Fluid Simulations...In Just 40 Seconds! 🐱

❤️ Check out Weights & Biases and sign up for a free demo here: https://wandb.com/papers
❤️ Their mentioned post is available here: https://wandb.ai/wandb/getting-started/reports/Visualize-Debug-Machine-Learning-Models--VmlldzoyNzY5MDk?utm_source=karoly#System-4

https://www.youtube.com/watch?v=LtyvS7NYonw&list=PLMlwtHzmNCipW34oJ-vxAB3BGeR37l-Gm&index=6

- Youtube Playlist de OpenGL Water tutorials

OpenGL Water Tutorials

https://www.youtube.com/playlist?list=PLRIWtICgwaX23jiqVByUs0bqhnalNTNZh

- OpenGL Tutorial Water Waves GPU algorithm

3D C/C++ tutorials - OpenGL 2.1 - Water waves GPU algorithm

http://www.3dcpptutorials.sk/index.php?id=48

- Interactive water surface, light reflection and refraction + caustics

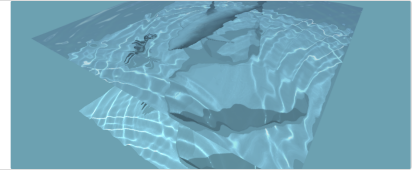**3D C/C++ tutorials - OpenGL 2.1 - Interactive water surface, light reflection and refraction, caustic**

First, the water surface 512x512 normal-bump-map (NBM) RGBA32F texture is created using a wave function in the fragment shader. The surface normal is calculated as an optimized cross product of 4 neighboring vertices and is stored in the rgb channels. The surface height (y value) is stored in the alpha channel. The light reflection and refraction effects are a bit tricky. There is one reflection, one refraction and one depth texture. All of them are the size of the screen. The reflection

http://www.3dcpptutorials.sk/index.php?id=43

- Real time rendering of water caustics

Real-time rendering of water caustics

In this article, I present an attempt for generalizing caustics computation in real-time using WebGL and ThreeJS. The fact that it is an…

https://medium.com/@martinRenou/real-time-rendering-of-water-caustics-59cda1d74aa

- Water physics in 100 lines of code

https://github.com/matthias-research/pages/blob/master/tenMinutePhysics/20-heightFieldWater.html

- Florentin

GitHub - Flare00/M2-Projet3D-Aquarium: M2 - Projet 3D - Réalisation d'un Aquarium

M2 - Projet 3D - Réalisation d'un Aquarium. Contribute to Flare00/M2-Projet3D-Aquarium development by creating an account on GitHub.

https://github.com/Flare00/M2-Projet3D-Aquarium

Flare00/**M2-Projet3D-Aquarium**

M2 - Projet 3D - Réalisation d'un Aquarium

| 1 Contributor | 0 Issues | 0 Stars | 0 Forks |

- Shaders cookbook

GitHub - PacktPublishing/OpenGL-4-Shading-Language-Cookbook-Third-Edition: OpenGL 4 Shading Language Cookbook - Third Edition, published

OpenGL 4 Shading Language Cookbook - Third Edition, published by Packt - GitHub - PacktPublishing/OpenGL-4-Shading-Language-Cookbook-Third-Edition: OpenGL Shading Language Cookbook - Third Editio...

https://github.com/PacktPublishing/OpenGL-4-Shading-Language-Cookbook-Third-Edition

- Adrien

GitHub - HouleAdrien/Fluids3D-cpp: A cpp fluid simulation that uses the Shallow water equations

A cpp fluid simulation that uses the Shallow water equations - GitHub - HouleAdrien/Fluids3D-cpp: A cpp fluid simulation that uses the Shallow water equations

https://github.com/HouleAdrien/Fluids3D-cpp

HouleAdrien/**Fluids3D-cpp**

A cpp fluid simulation that uses the Shallow water equations

| 2 Contributors | 0 Issues | 0 Stars | 0 Forks |