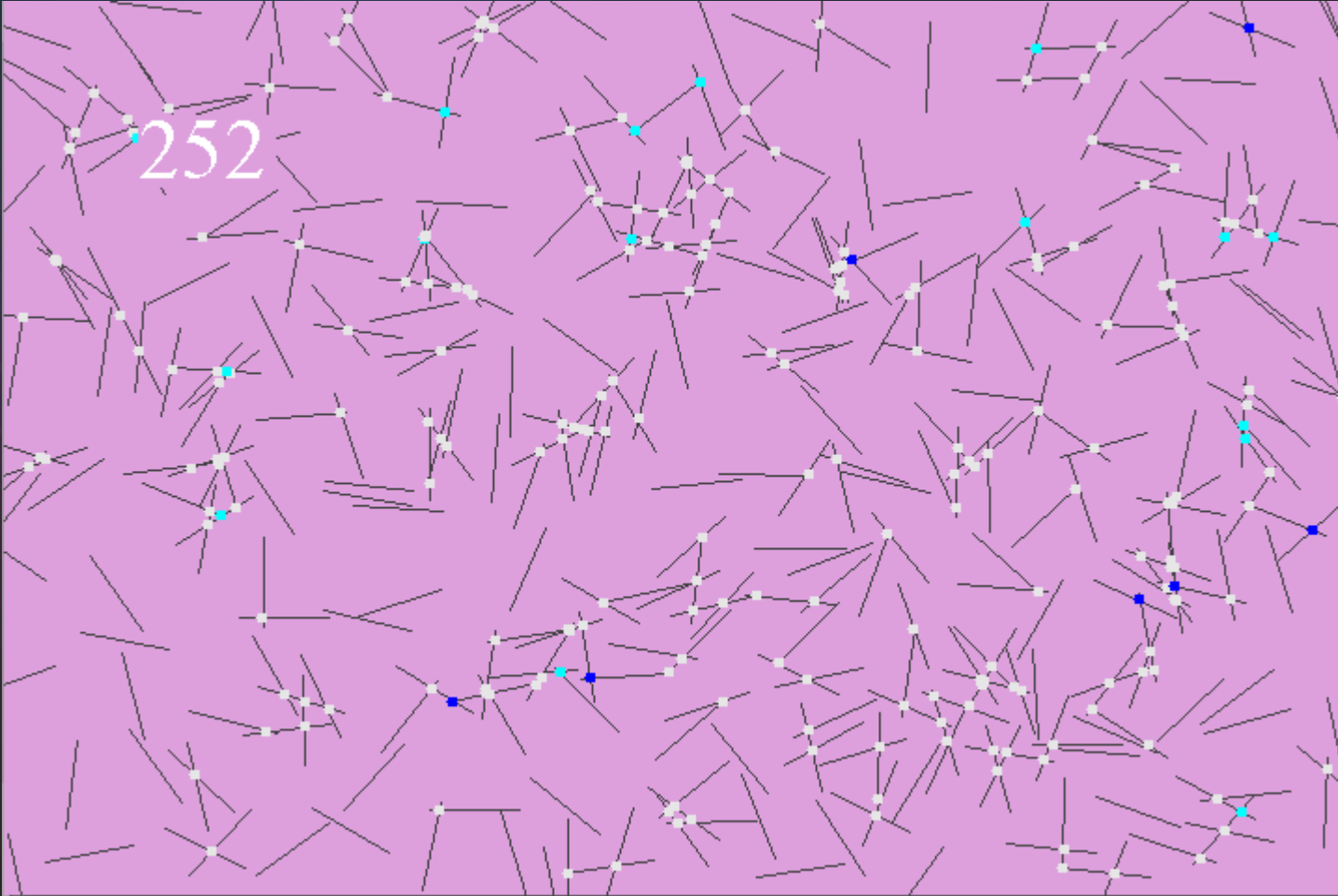


# Segments Intersections

*FORNALI Damien - BENZA Amandine*

# Graphic Library



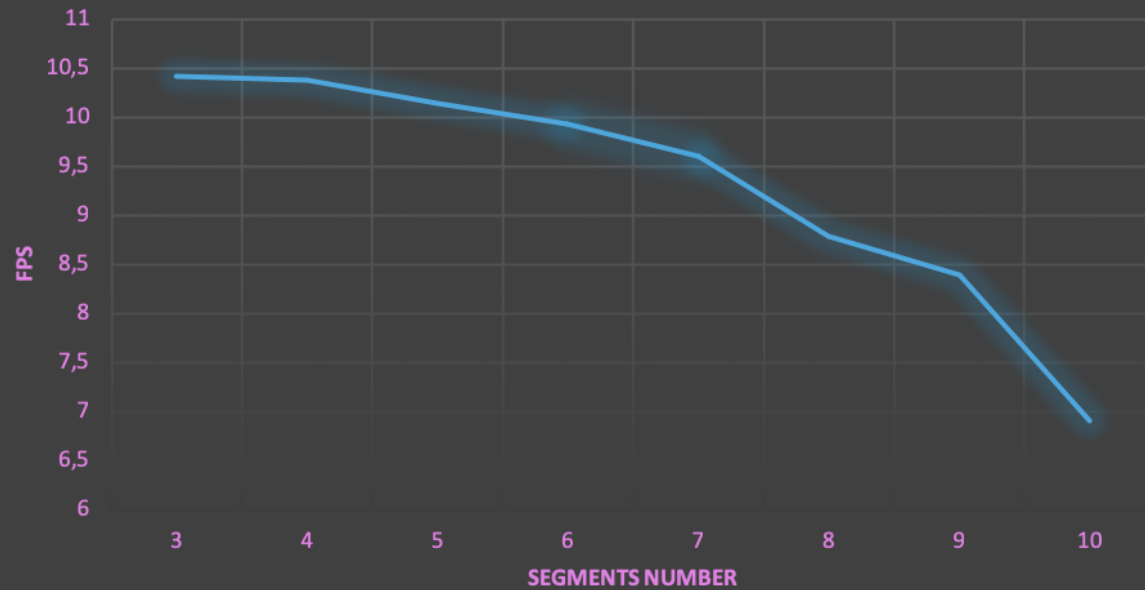
# Modeling

- Segment model: object
  - Using center and extremities
  - Knows who it is colliding with
  - Contains its collisions positions
- Rebounds
  - Checking each segment extremity position

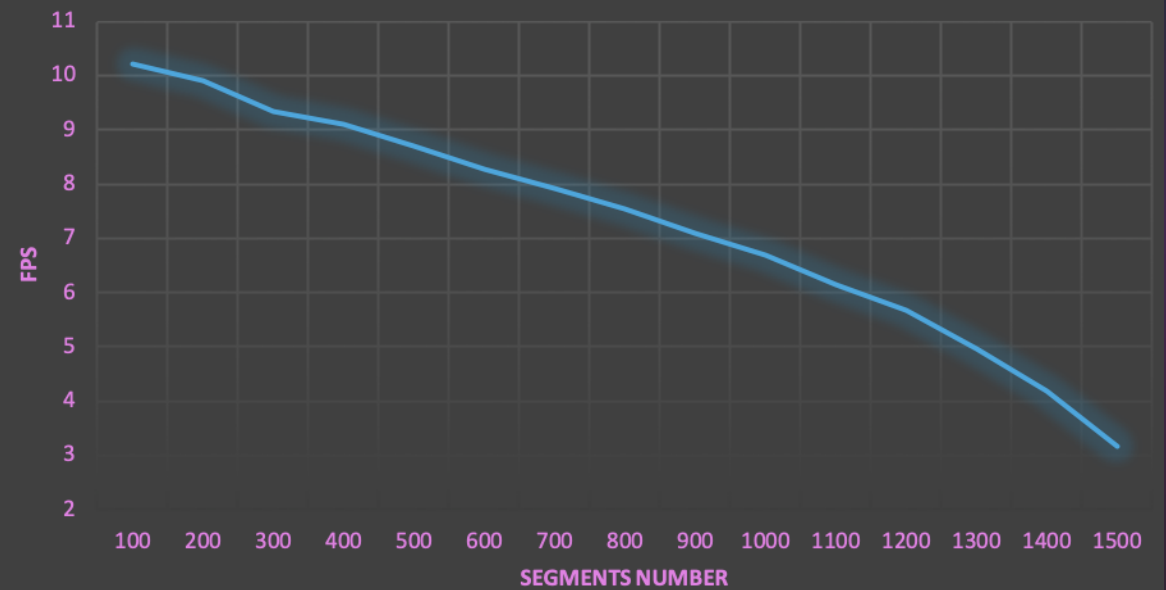
# Benchmarks

*FPS*

Power of two



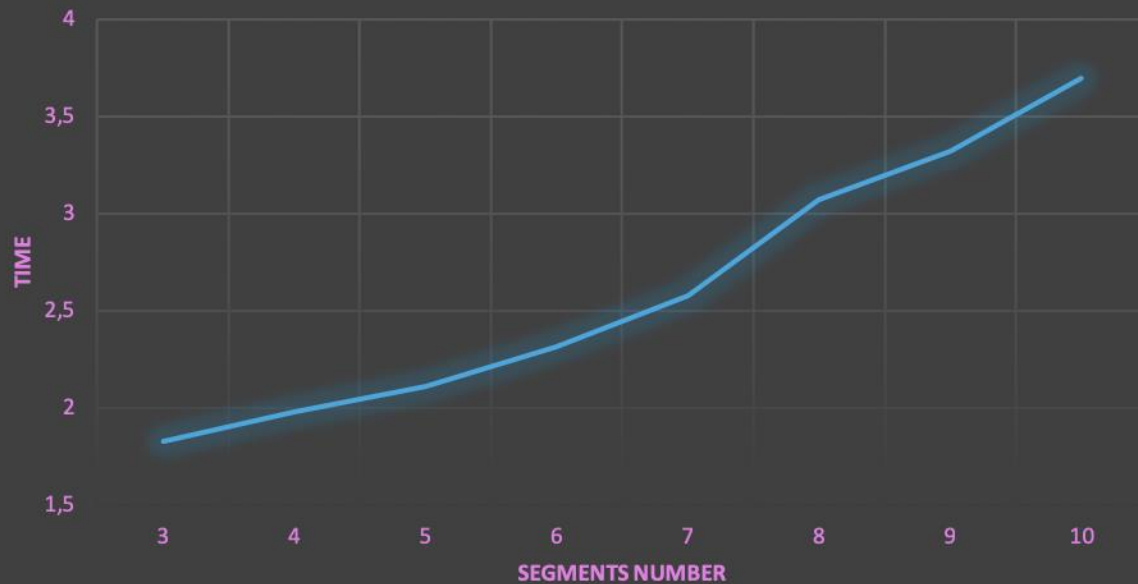
Step of one hundred



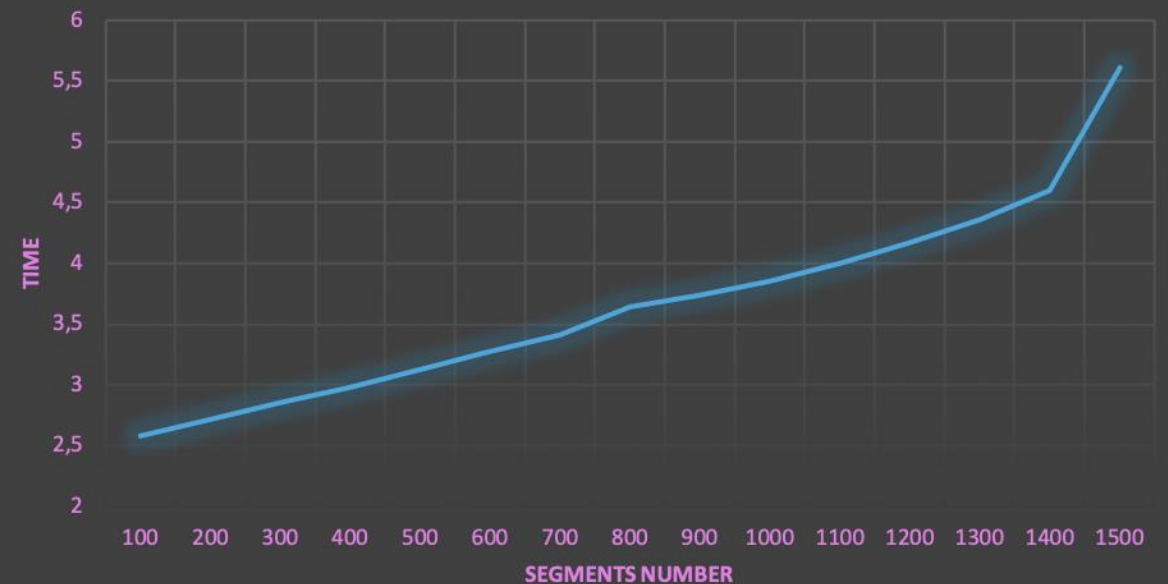
# Benchmarks

*Time*

Power of two



Step of one hundred



The background features a dark gradient with several glowing, wavy lines. On the left, a series of thin, concentric purple lines curve upwards. On the right, a more prominent, multi-stranded blue line curves upwards, passing behind the text. The overall effect is futuristic and dynamic.

**DEMO**