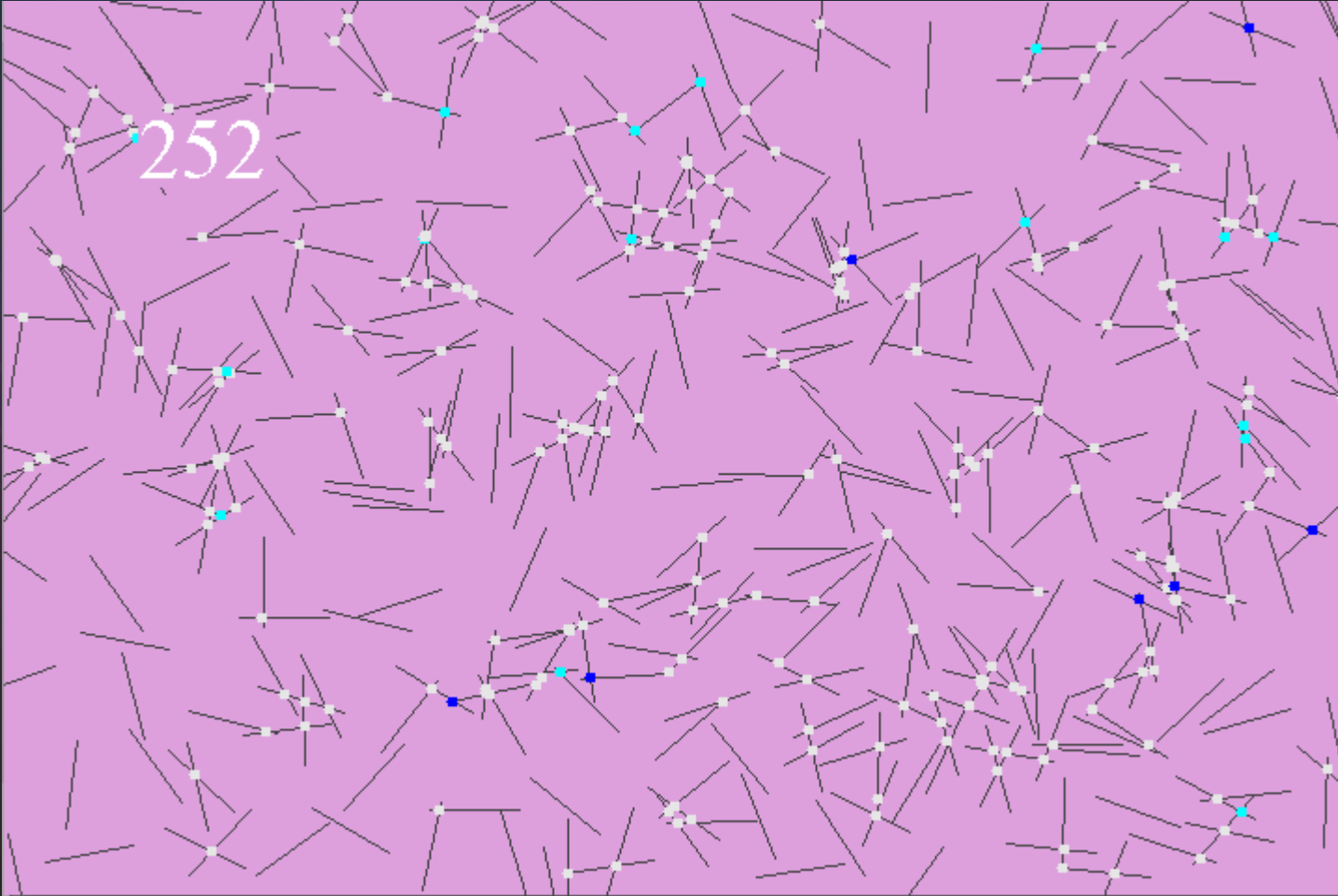


# Segments Intersections

*FORNALI Damien - BENZA Amandine*

# Graphic Library

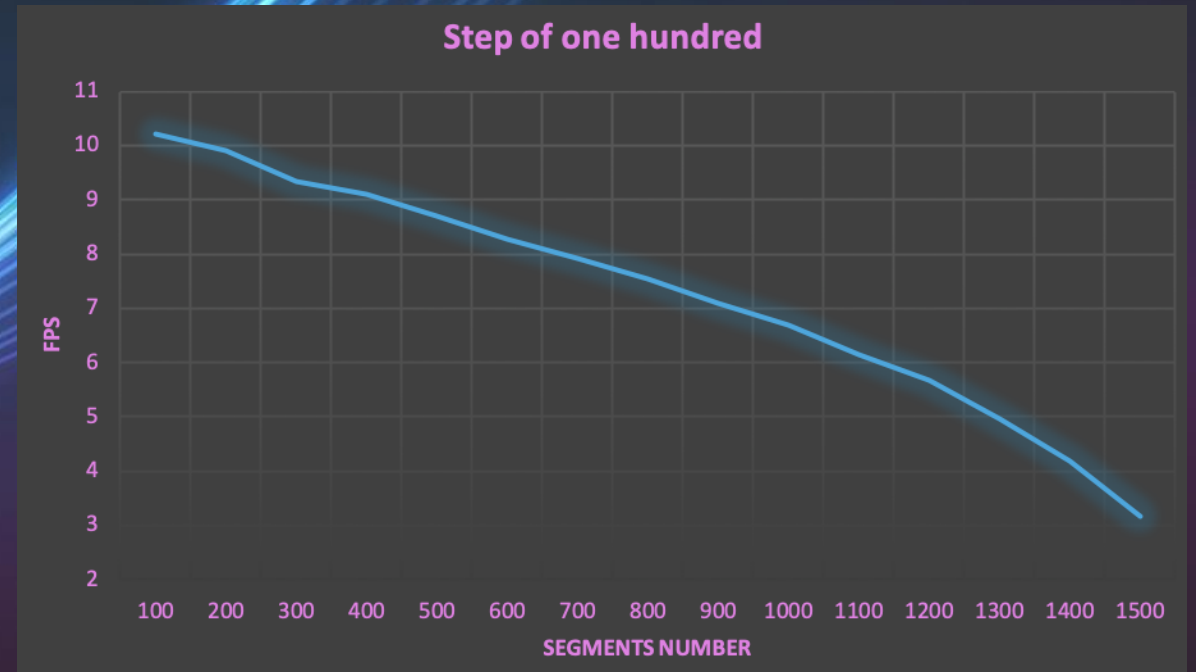
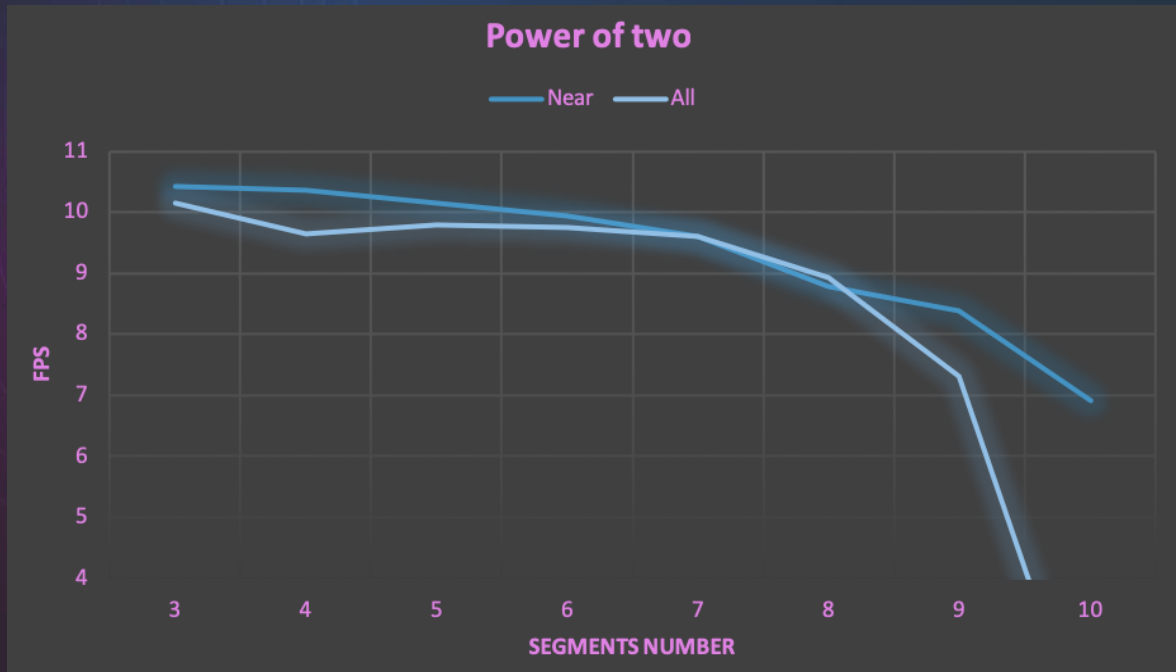


# Modeling

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

# Benchmarks

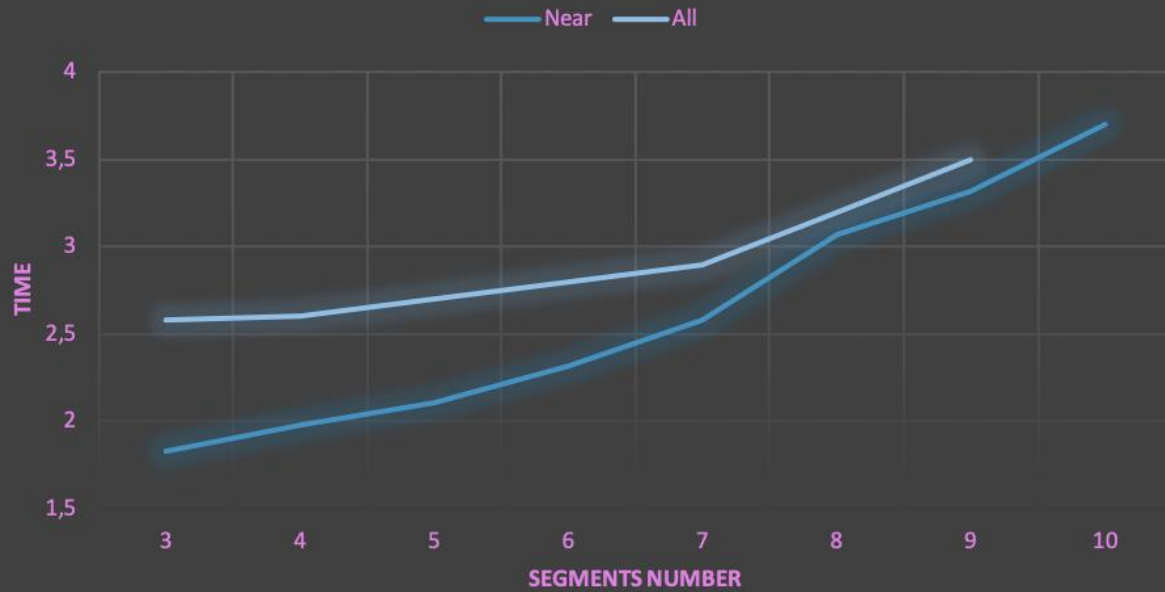
*FPS*



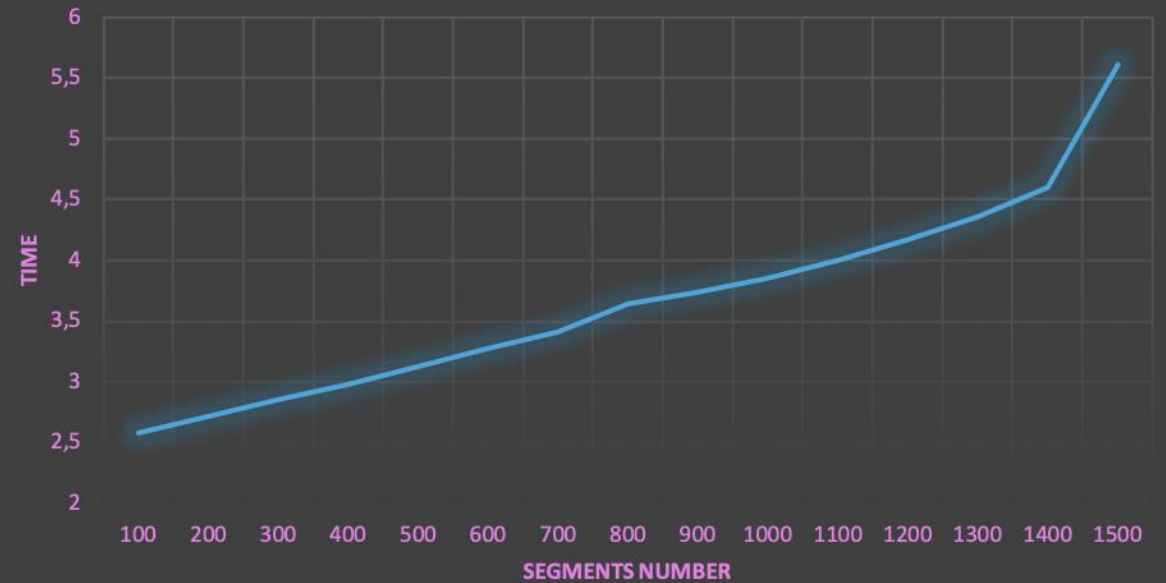
# Benchmarks

*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 outwards. A single, more prominent line of bright blue and cyan light enters from the bottom left, curves upwards and to the right, passing behind the text, and then continues towards the top right corner.

**DEMO**