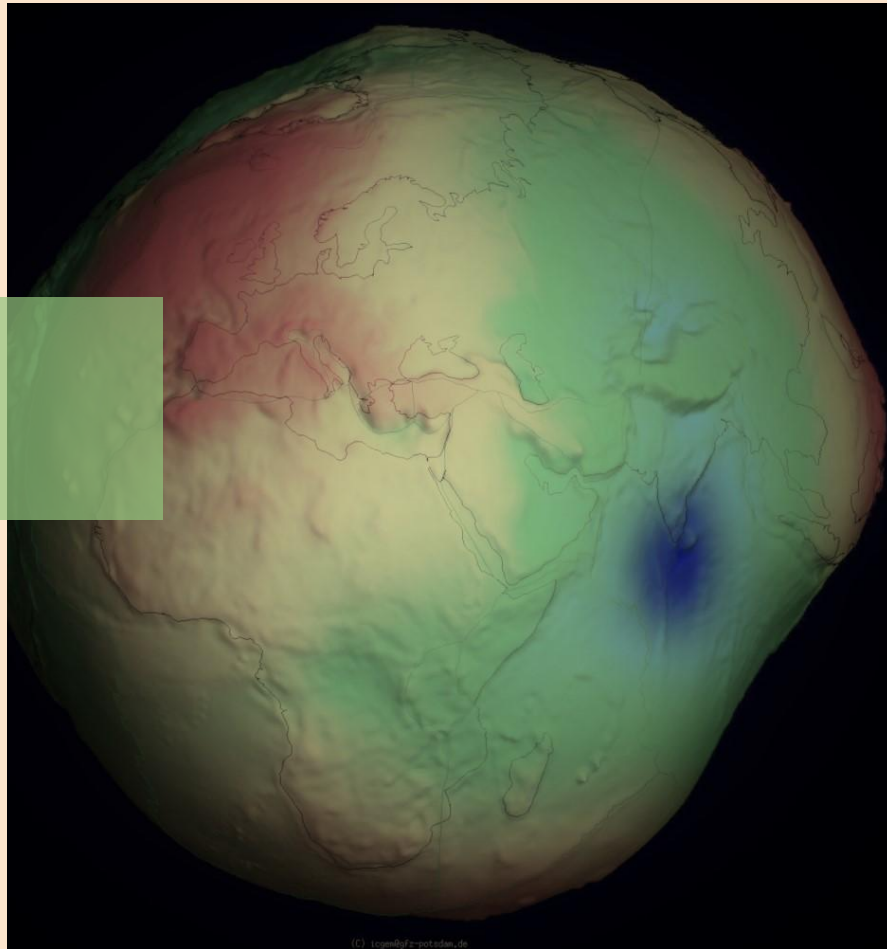


Approfondissement de la gravité dans les jeux vidéo

Gravi+

Par Guillaume Biège





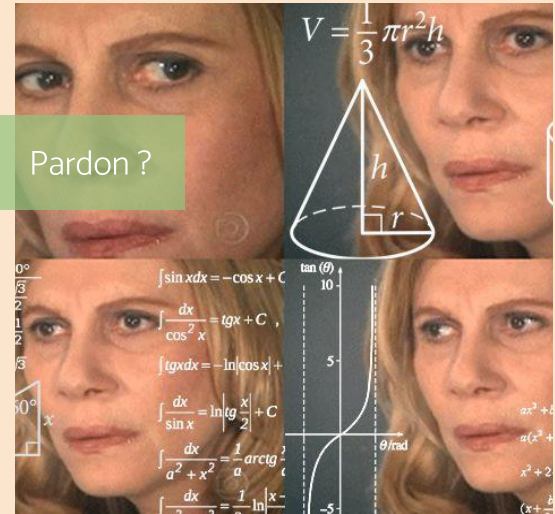
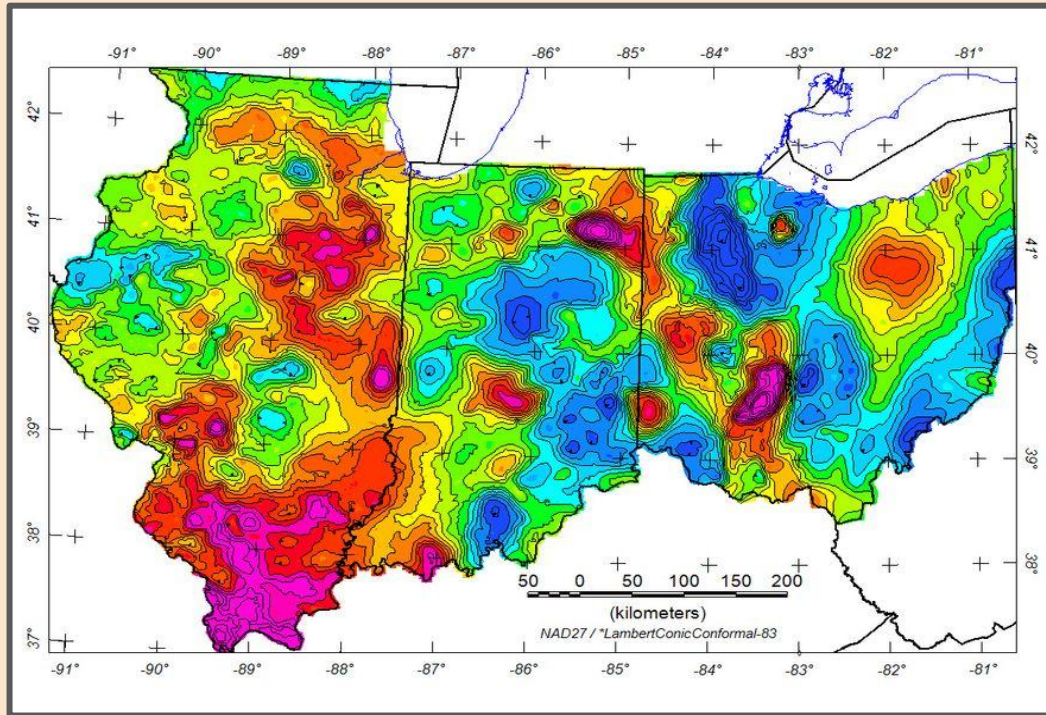
La gravimétrie ?

Une discipline qui consiste à mesurer
la gravité à la surface de la Terre

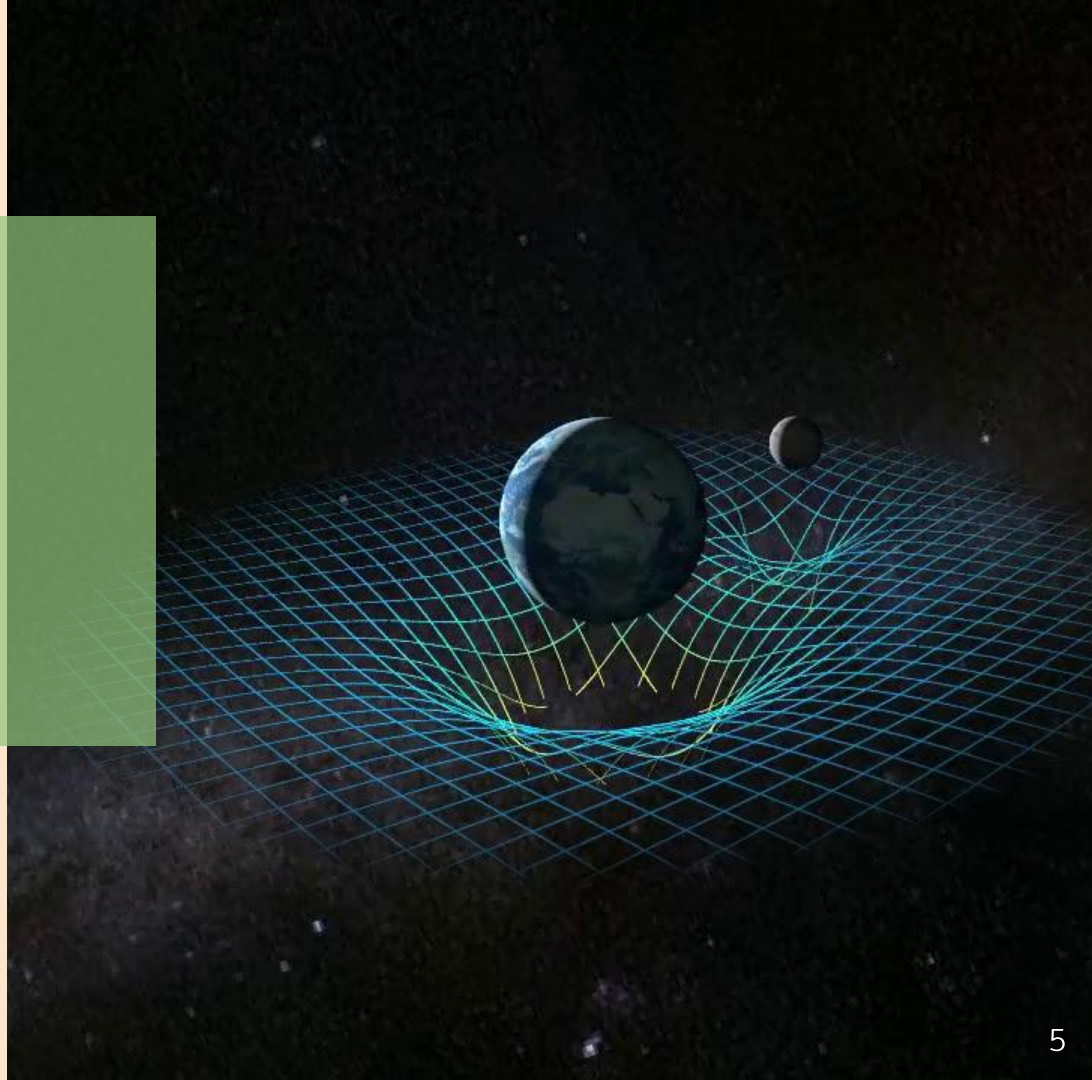
Est-ce que la force de gravité est
constante sur Terre ?



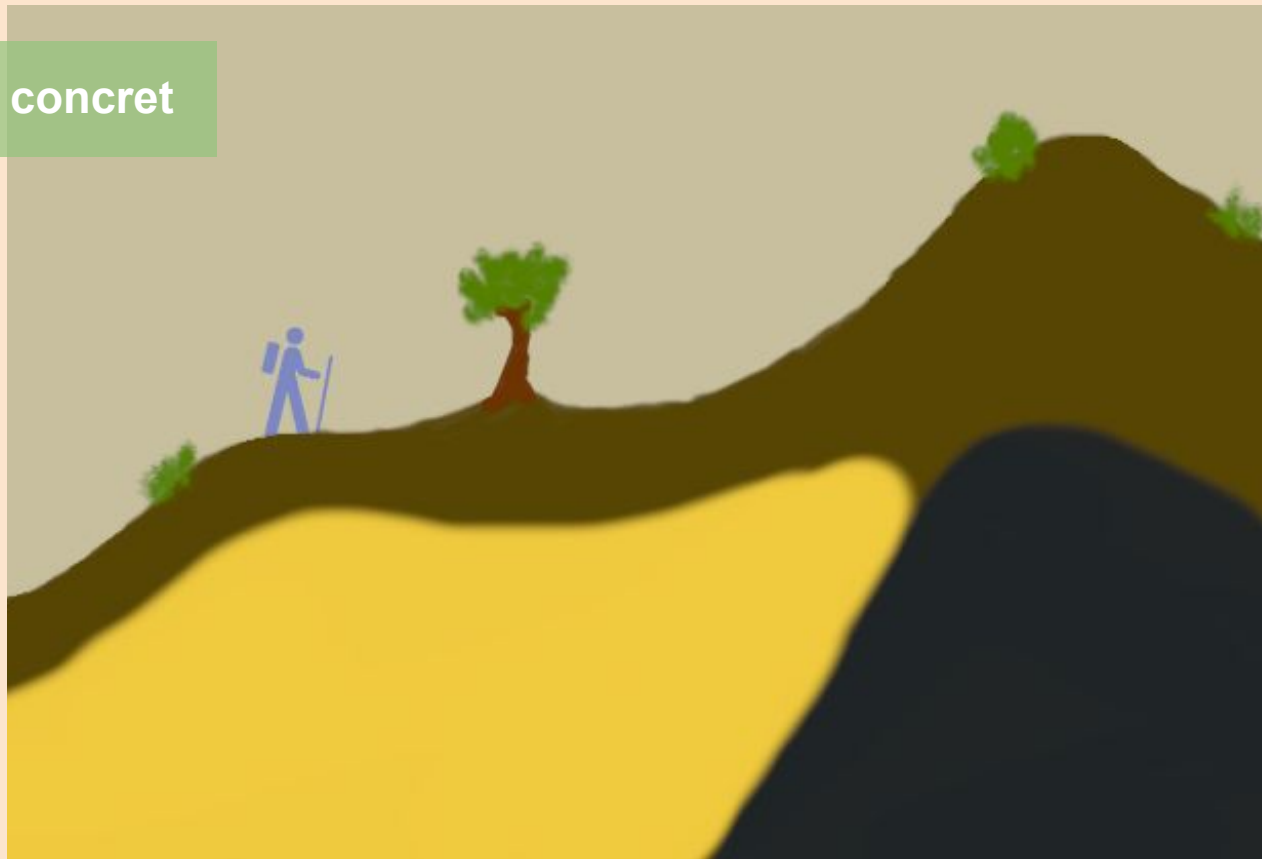
C'est un peu plus compliqué que ça...



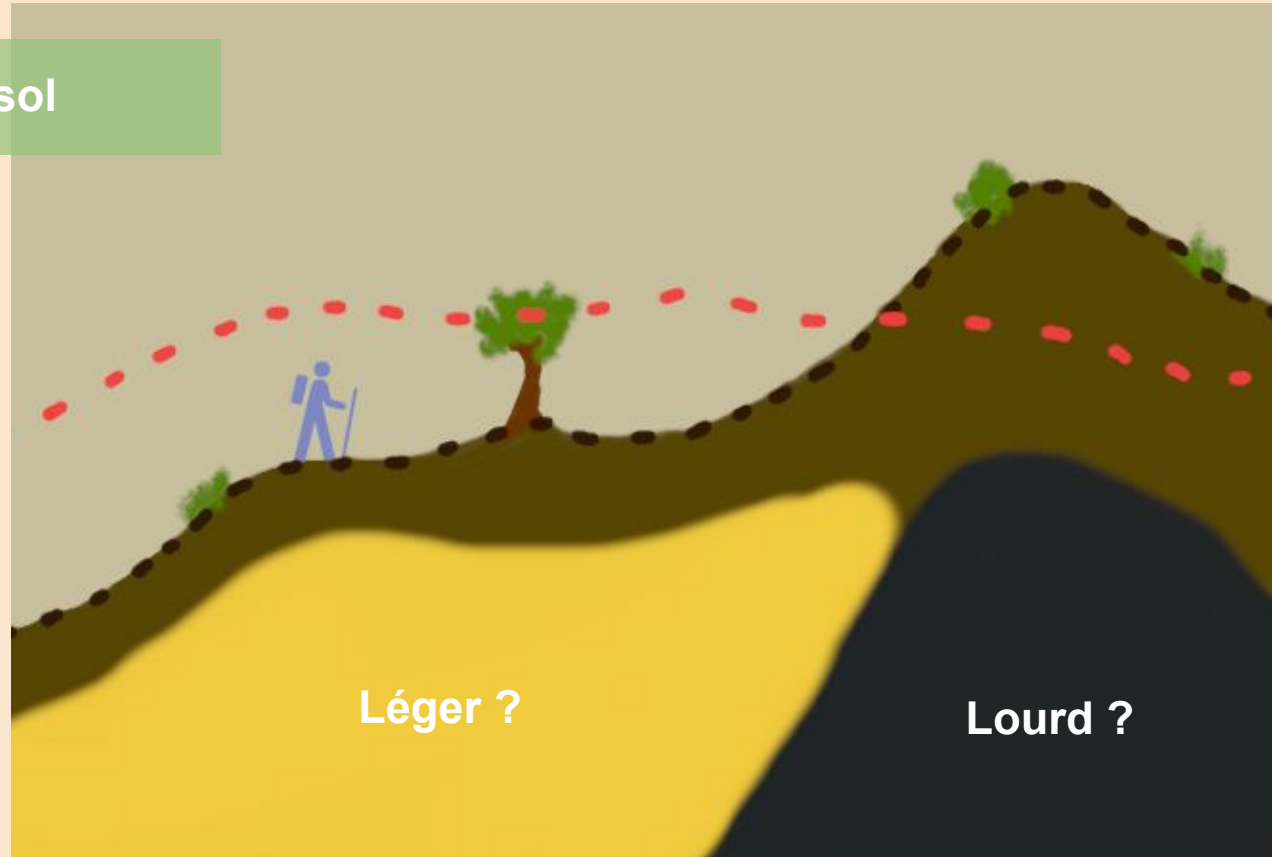
**La réponse :
Un puit !**



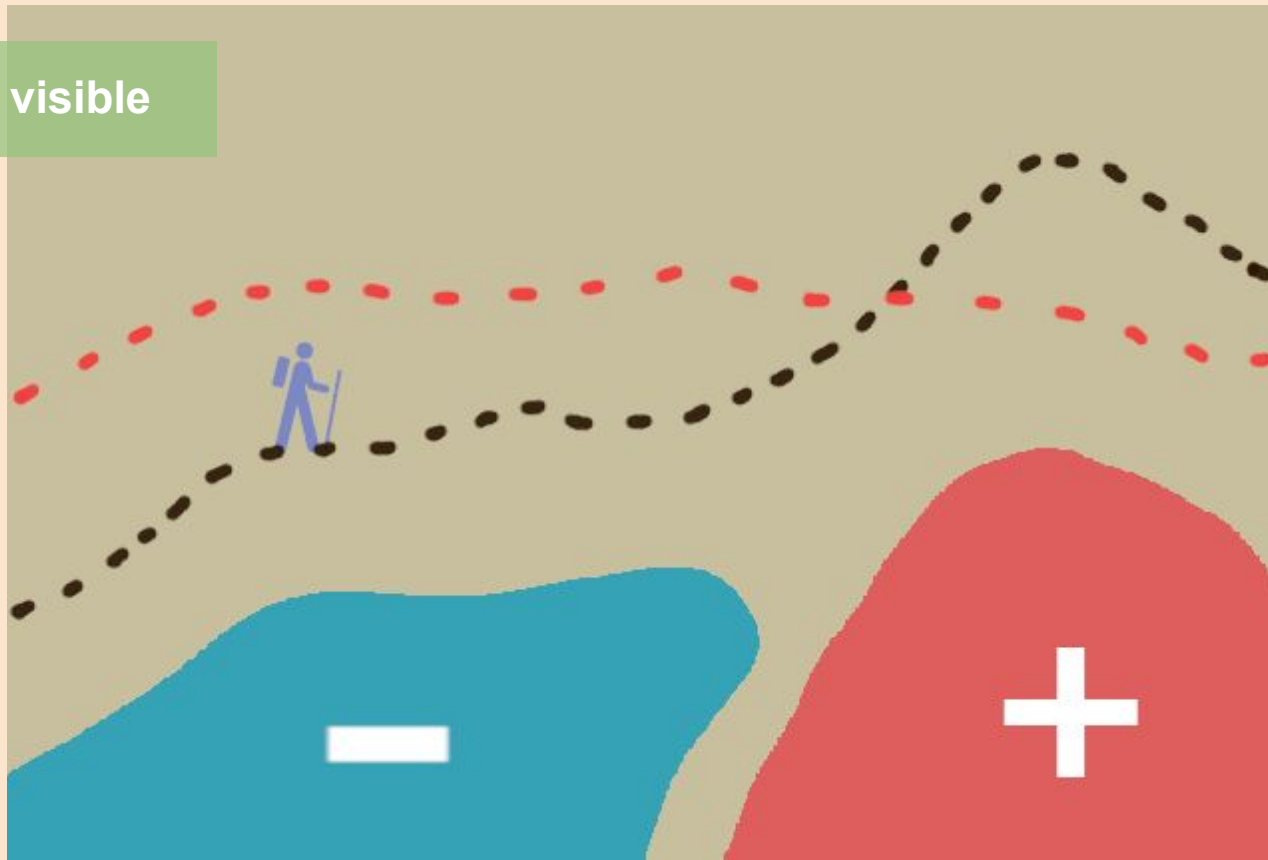
Un exemple concret

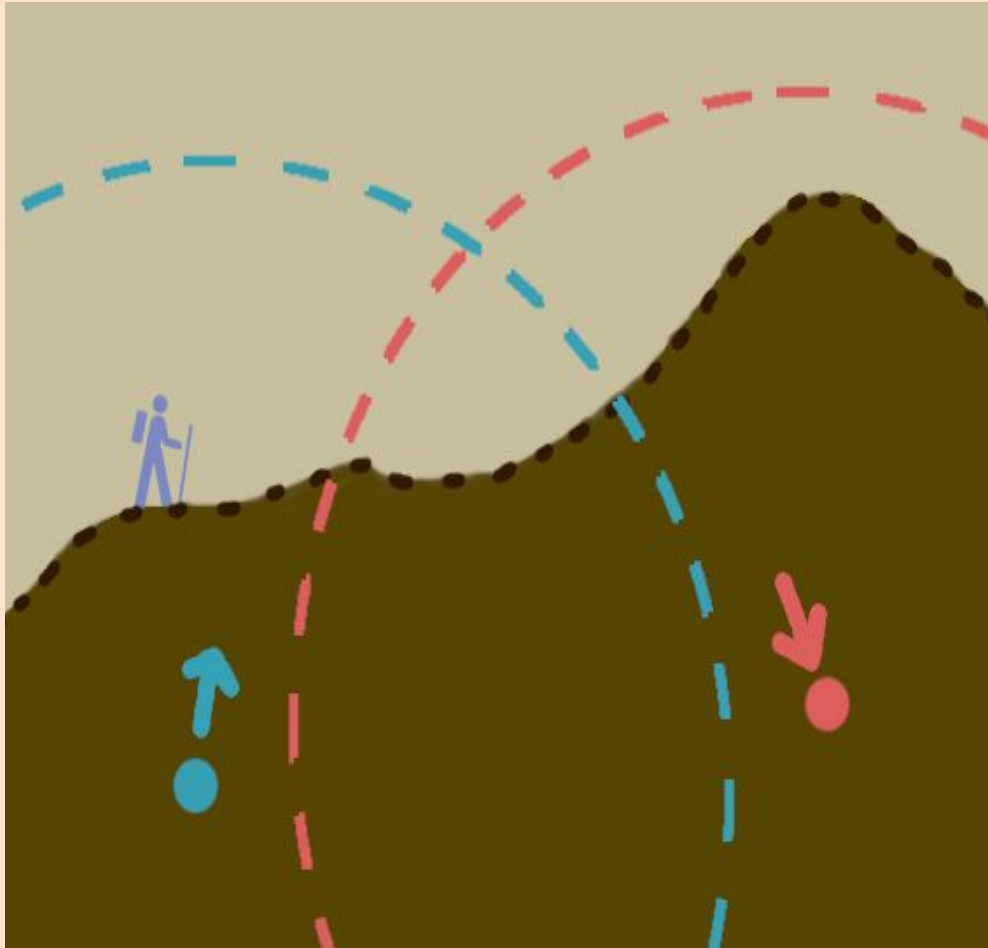


Densité du sol



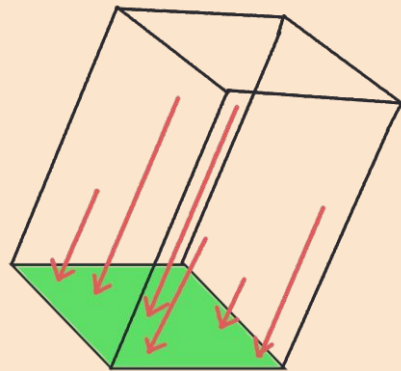
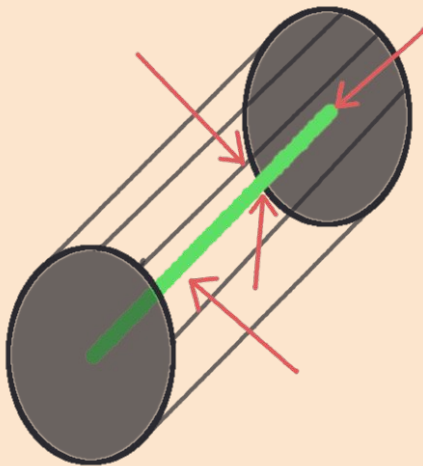
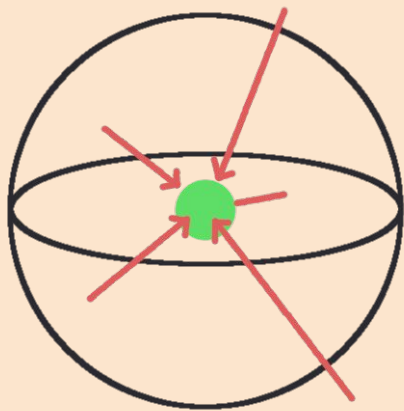
La variation visible



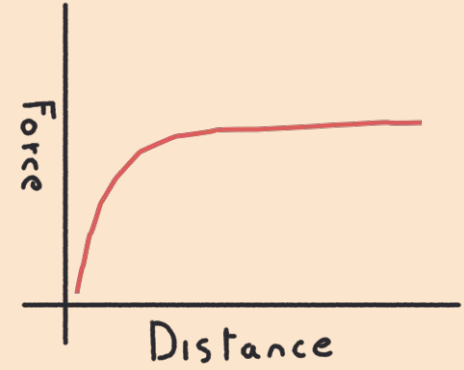


Les anomalies gravitationnelles

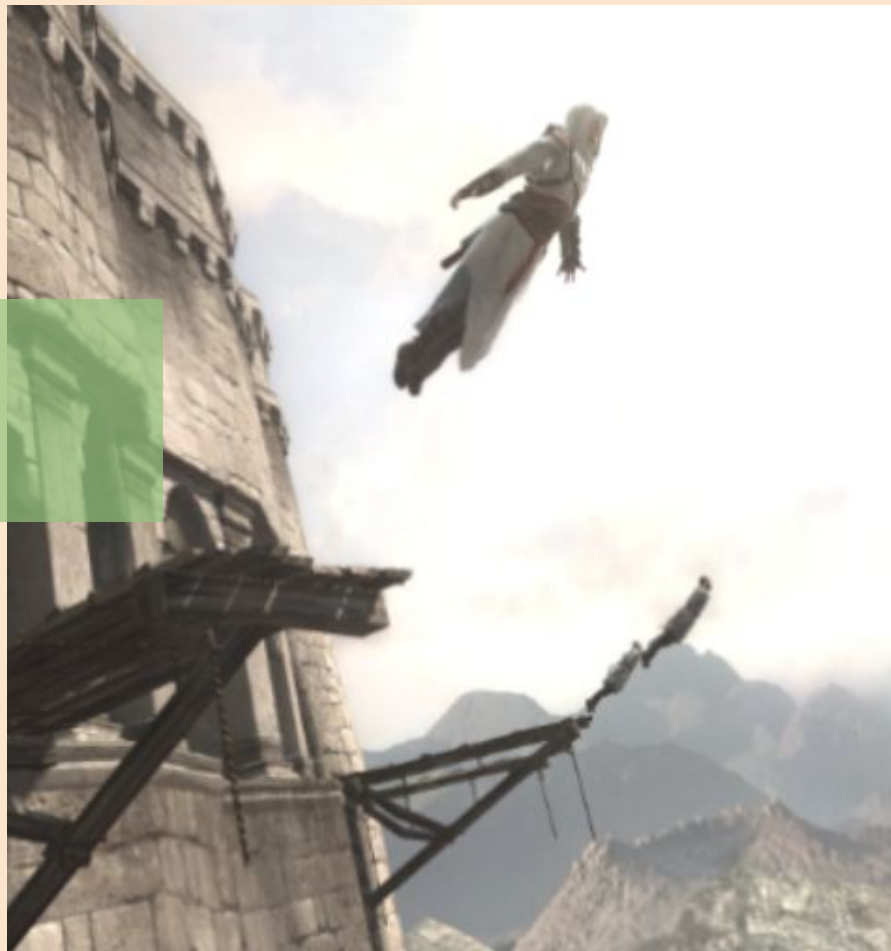
Où comment introduire ces concepts en jeu



Plusieurs formes !



Plusieurs courbes !



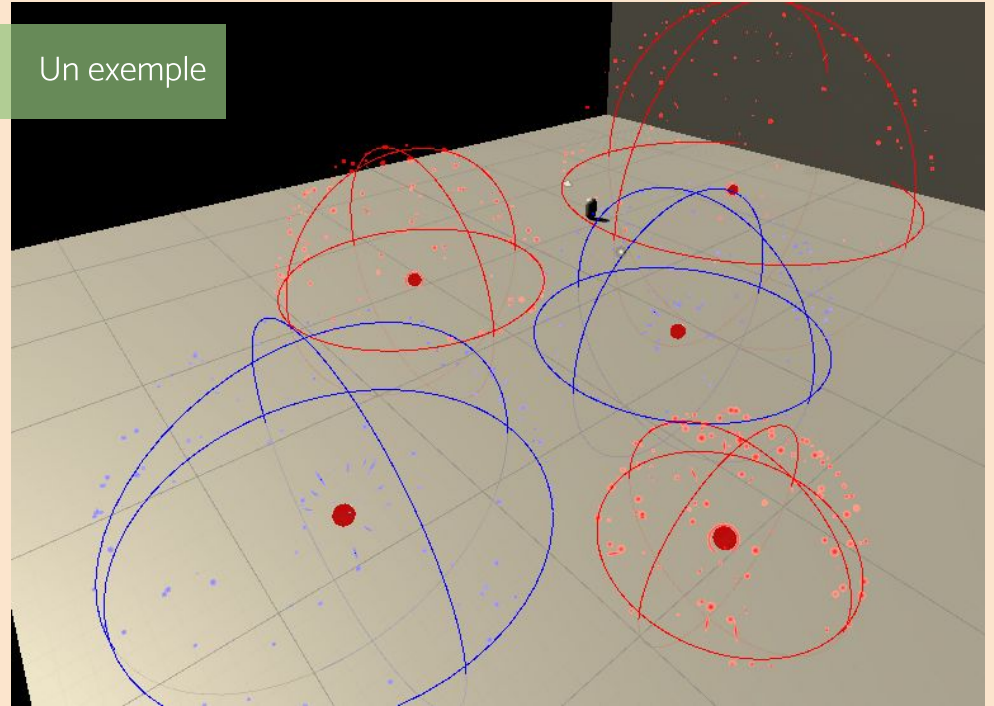
Démonstrations gameplay

Exemples & inspirations

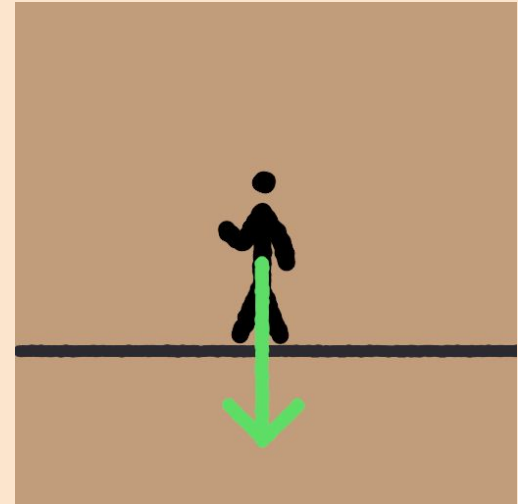
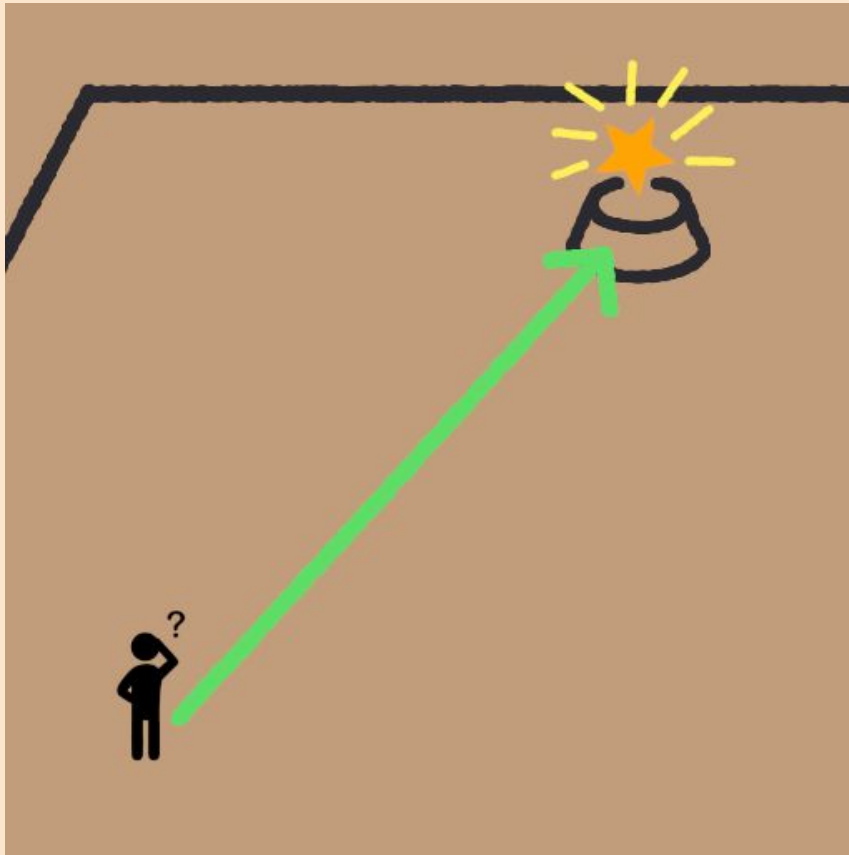
Dans quel but ?



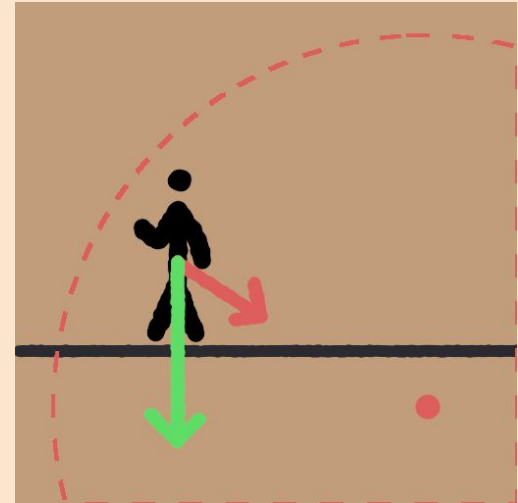
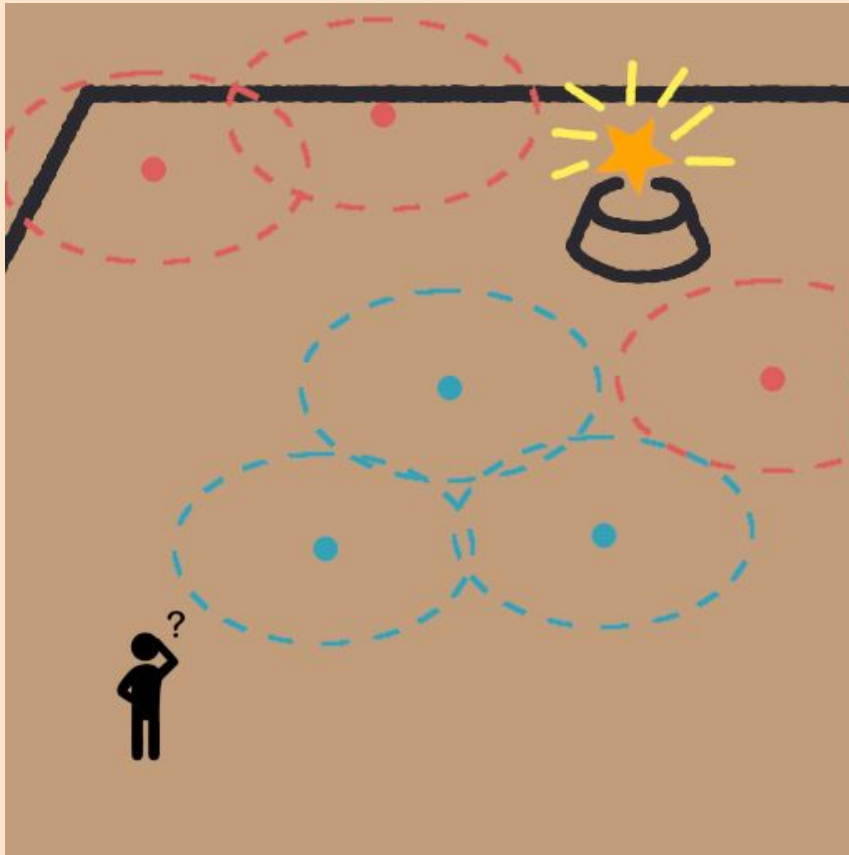
Un exemple



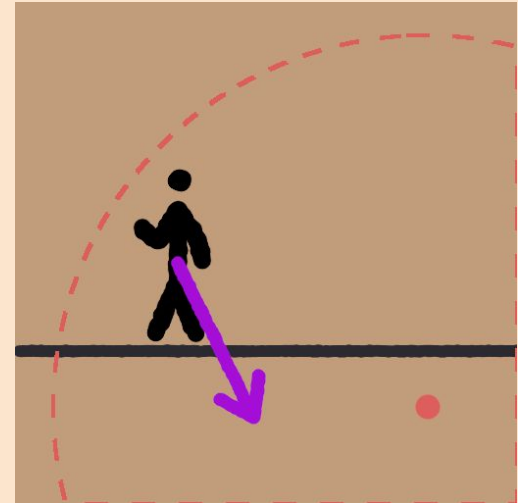
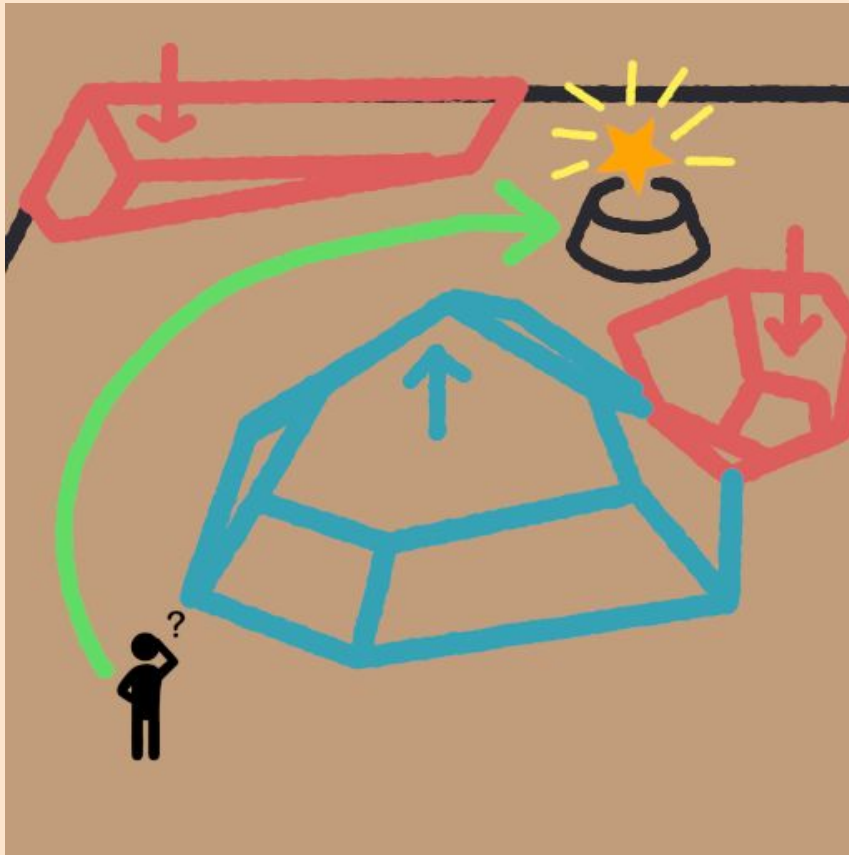
Jouer avec l'invisible



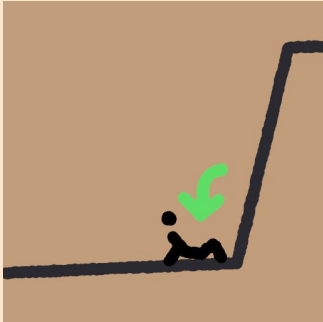
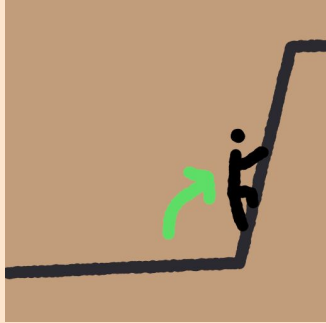
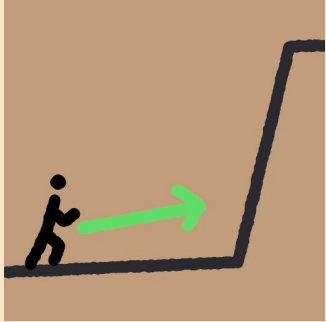
Jouer avec l'invisible



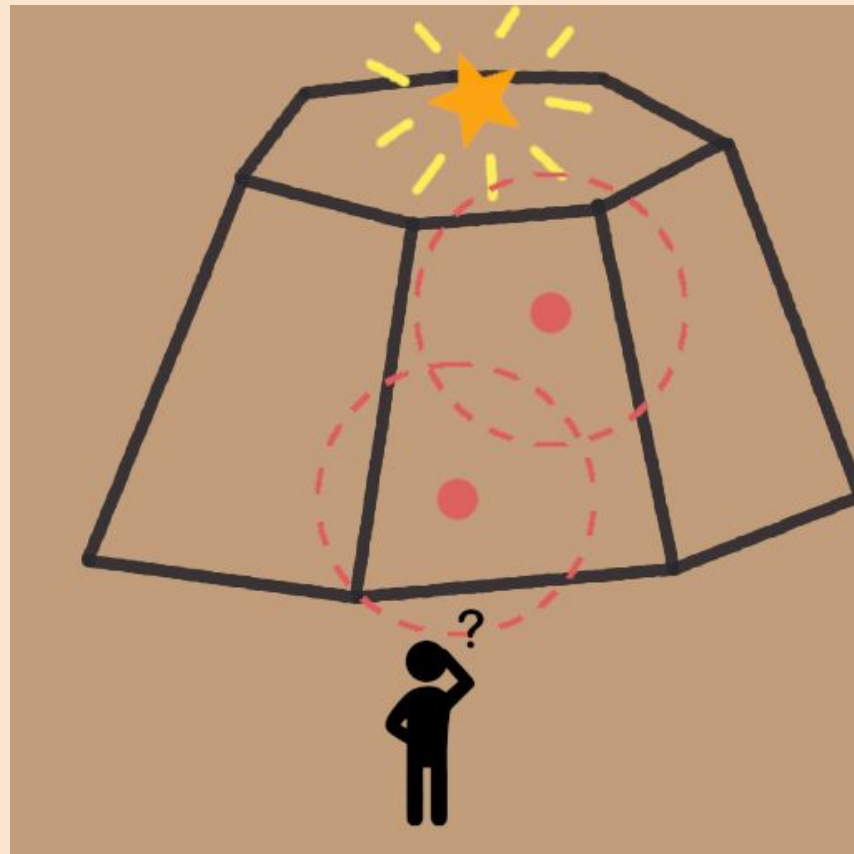
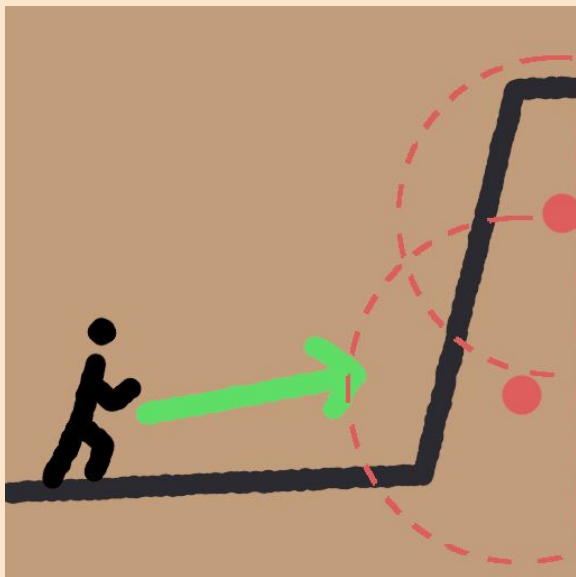
Jouer avec l'invisible



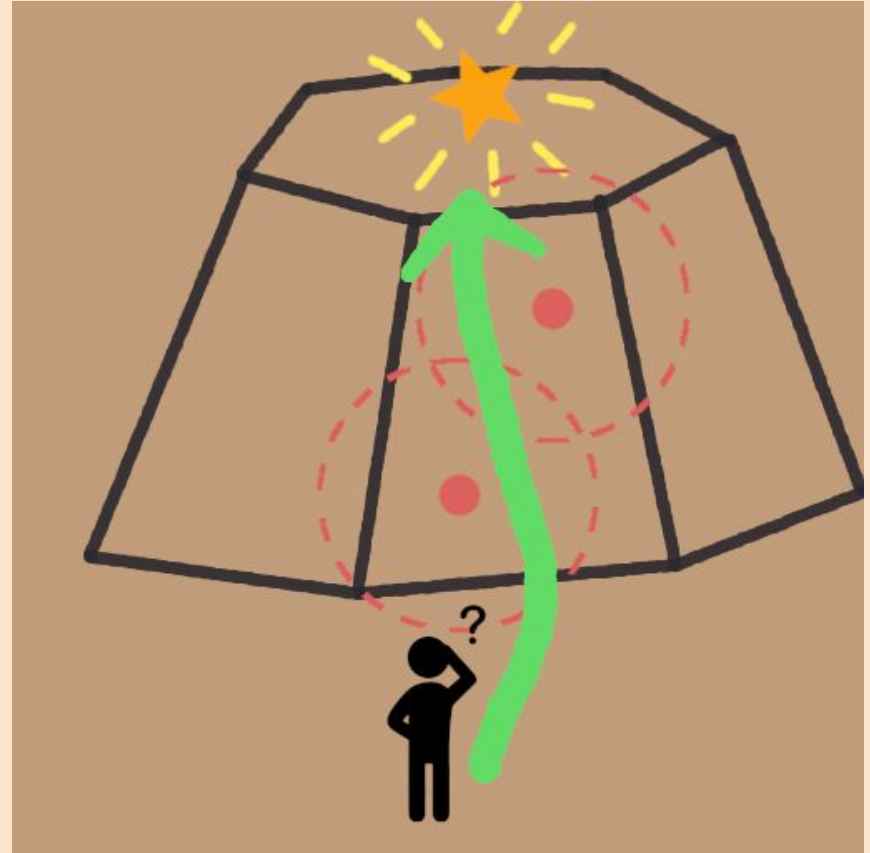
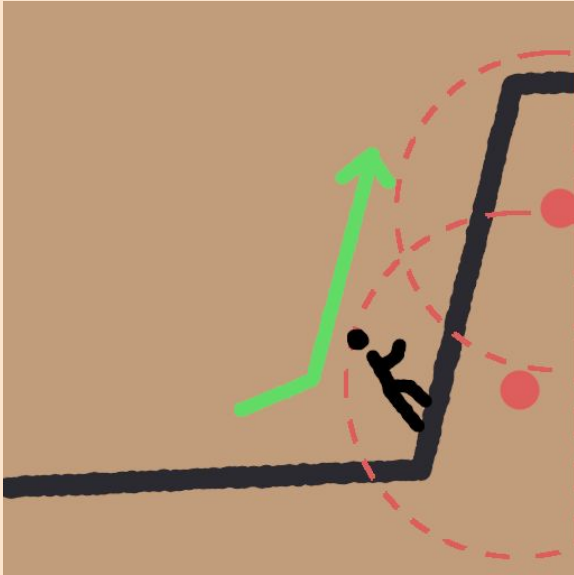
Modifier l'altitude ?



Modifier l'altitude ?



Modifier l'altitude ?

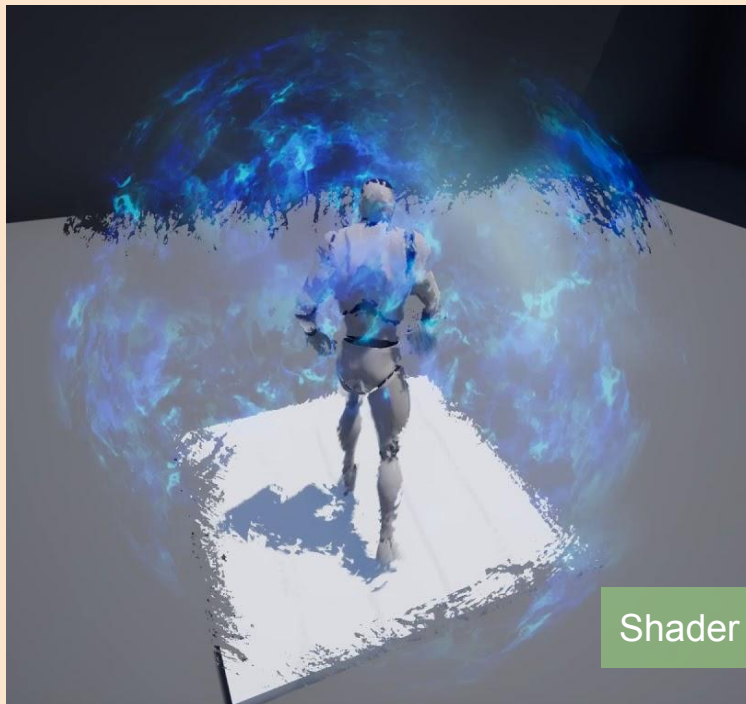




Montrer l'invisible

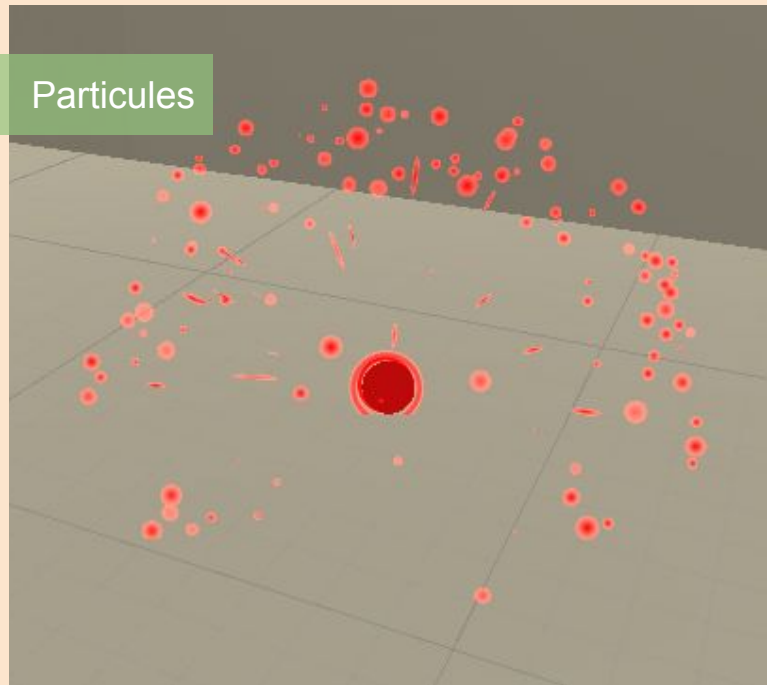
Interactivité & ergonomie

Comment transmettre l'information

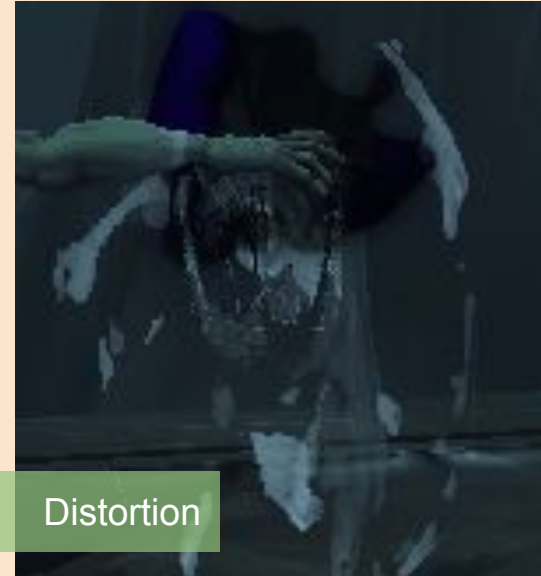


Shader

Particules



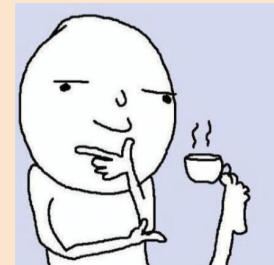
Comment transmettre l'information



Distortion



Radar



Merci pour votre attention !

Guillaume.biege@gmail.com

