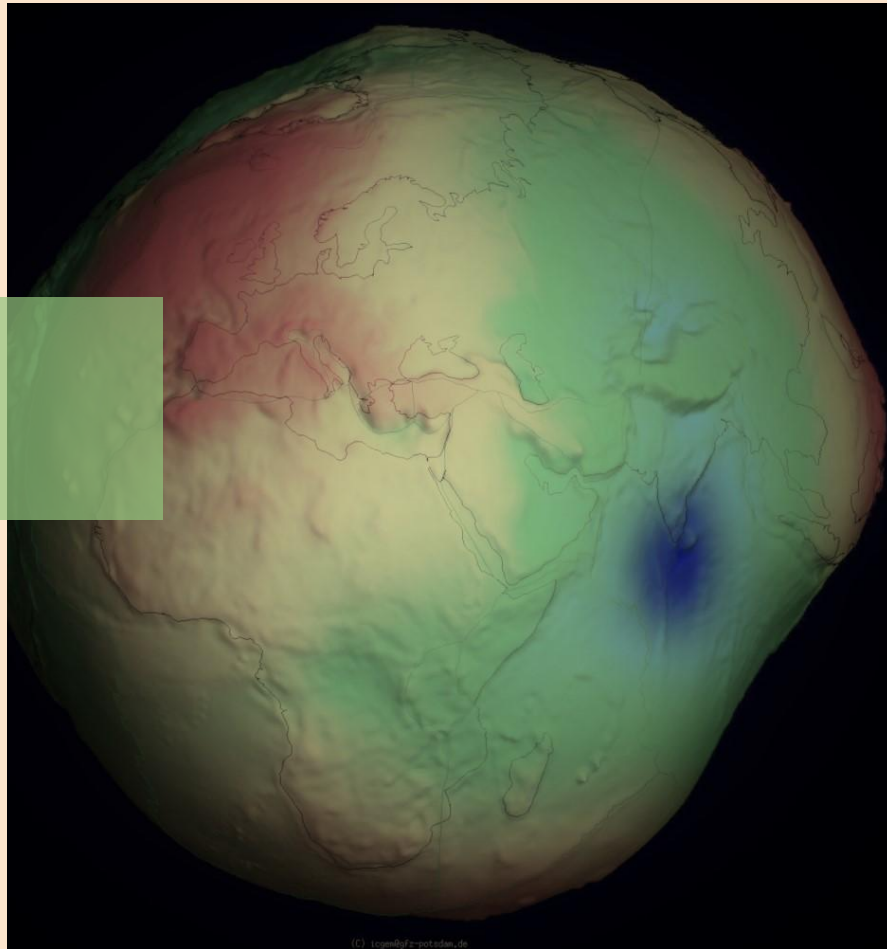


# Approfondissement de la gravité dans les jeux vidéo

**Gravi++**

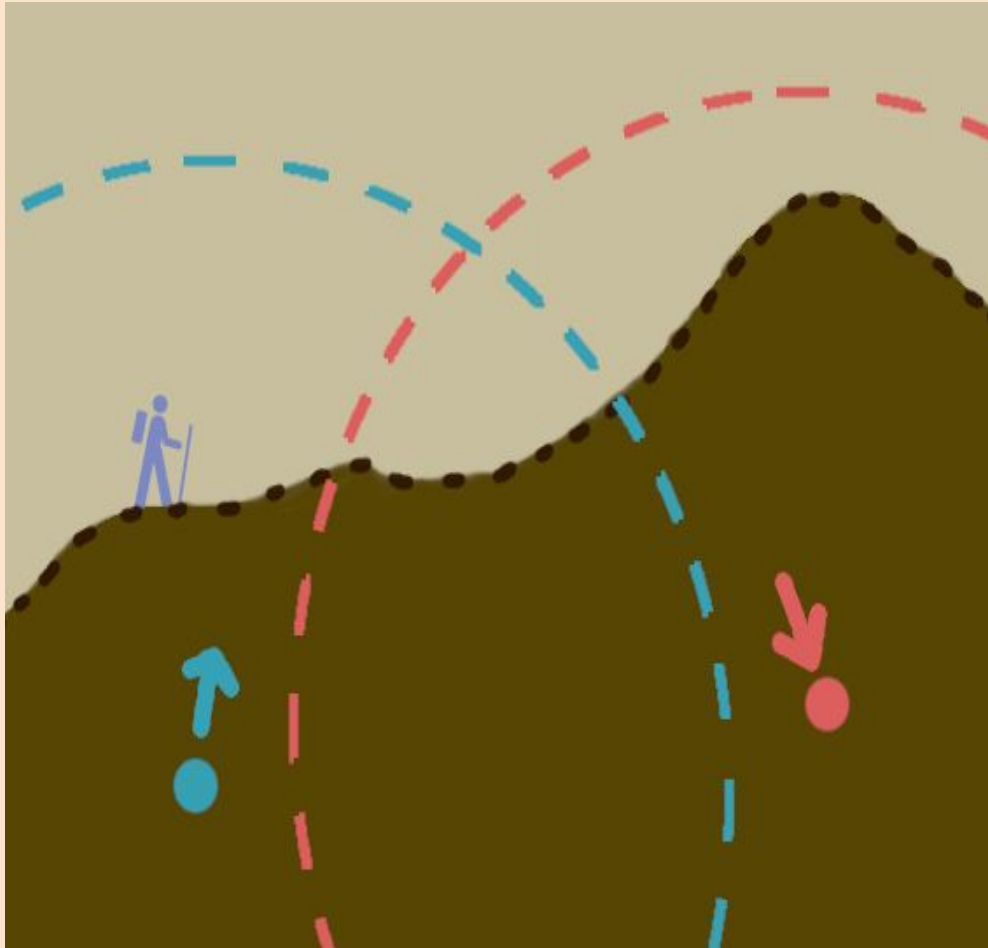
Par Guillaume Biège





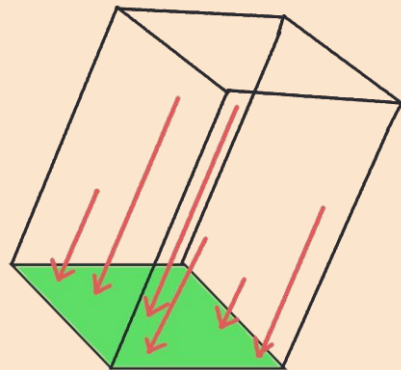
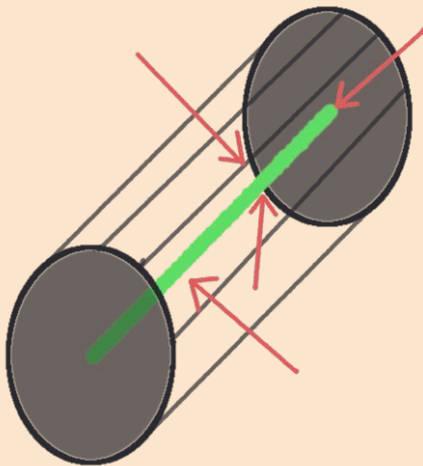
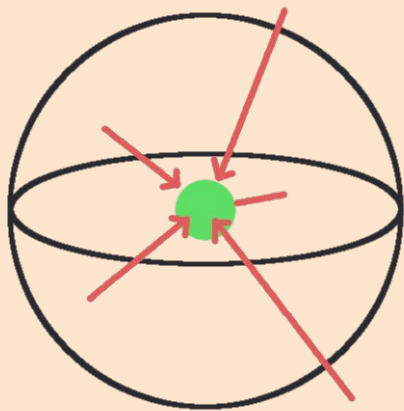
# La gravimétrie ?

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

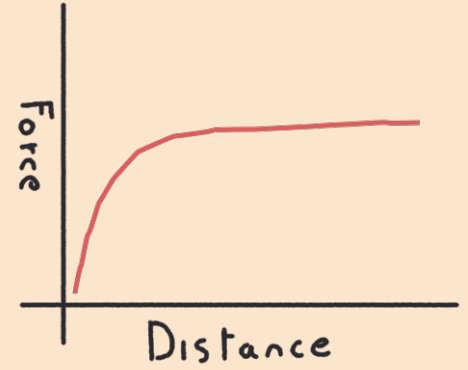


## Les anomalies gravitationnelles

Où comment introduire ces concepts en jeu

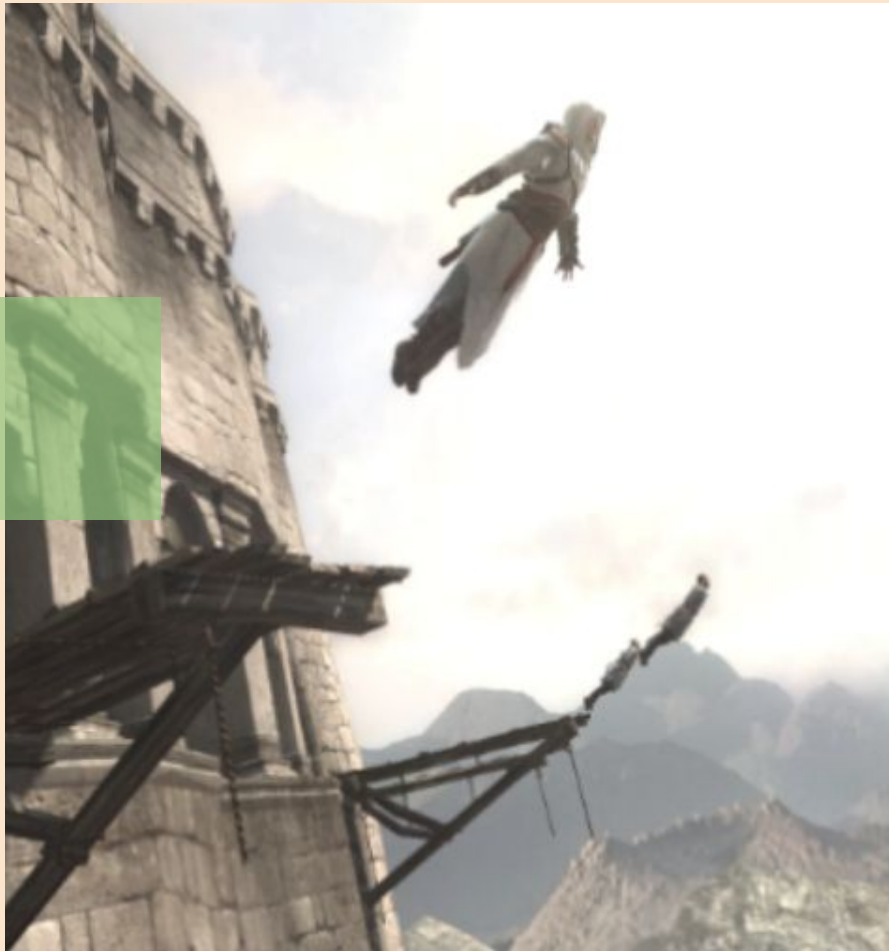


# Plusieurs formes !



# Plusieurs courbes !

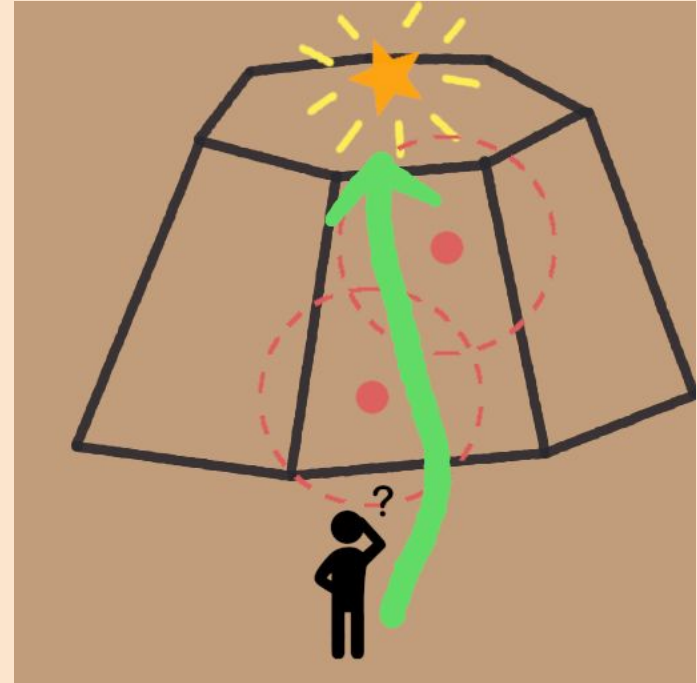
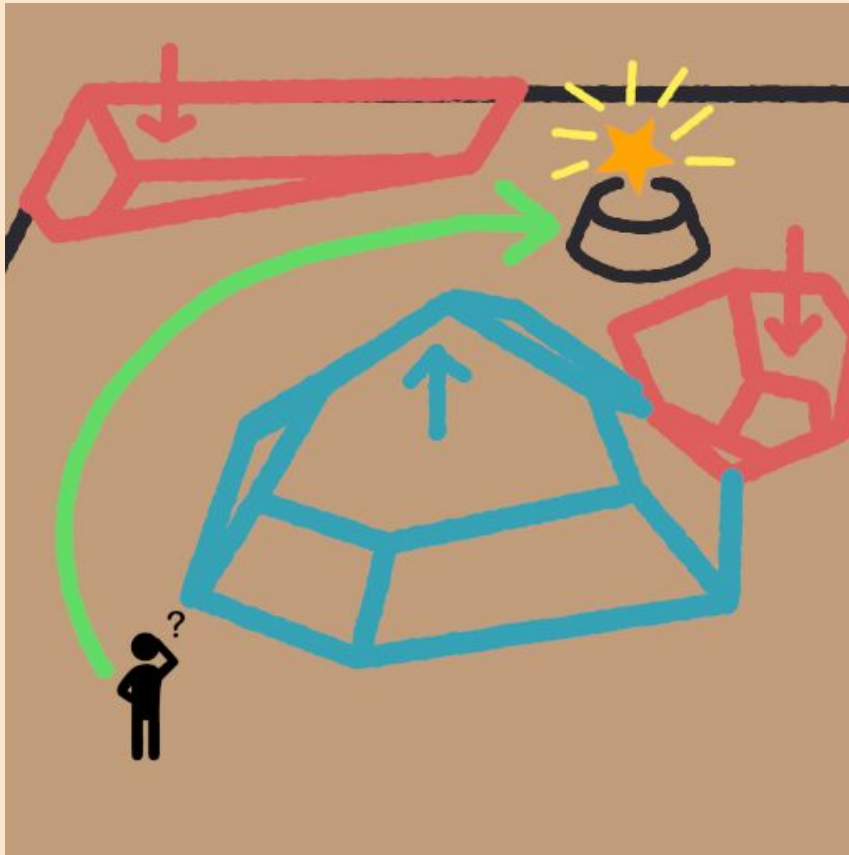




# Démonstrations gameplay

Exemples & inspirations

## Demonstration Gameplay



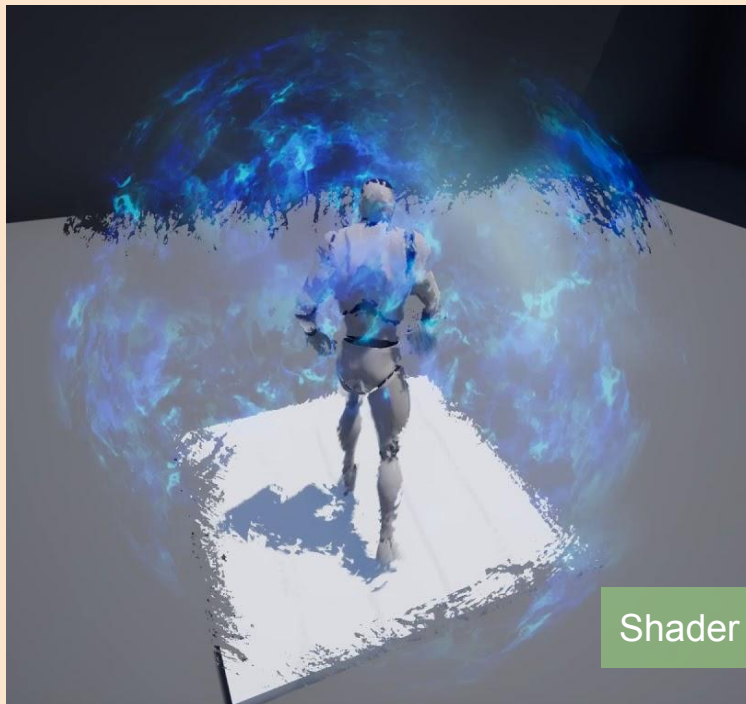


# Montrer l'invisible

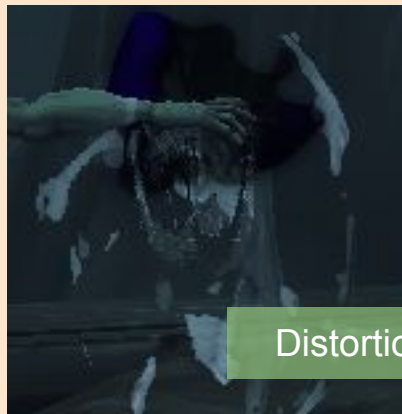
Interactivité & ergonomie



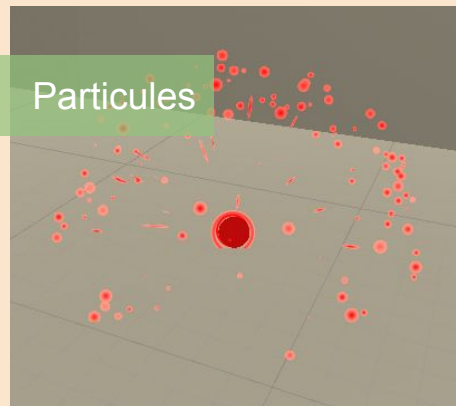
## Comment transmettre l'information



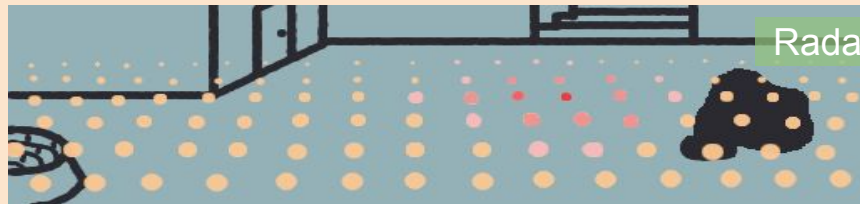
Shader



Distortion



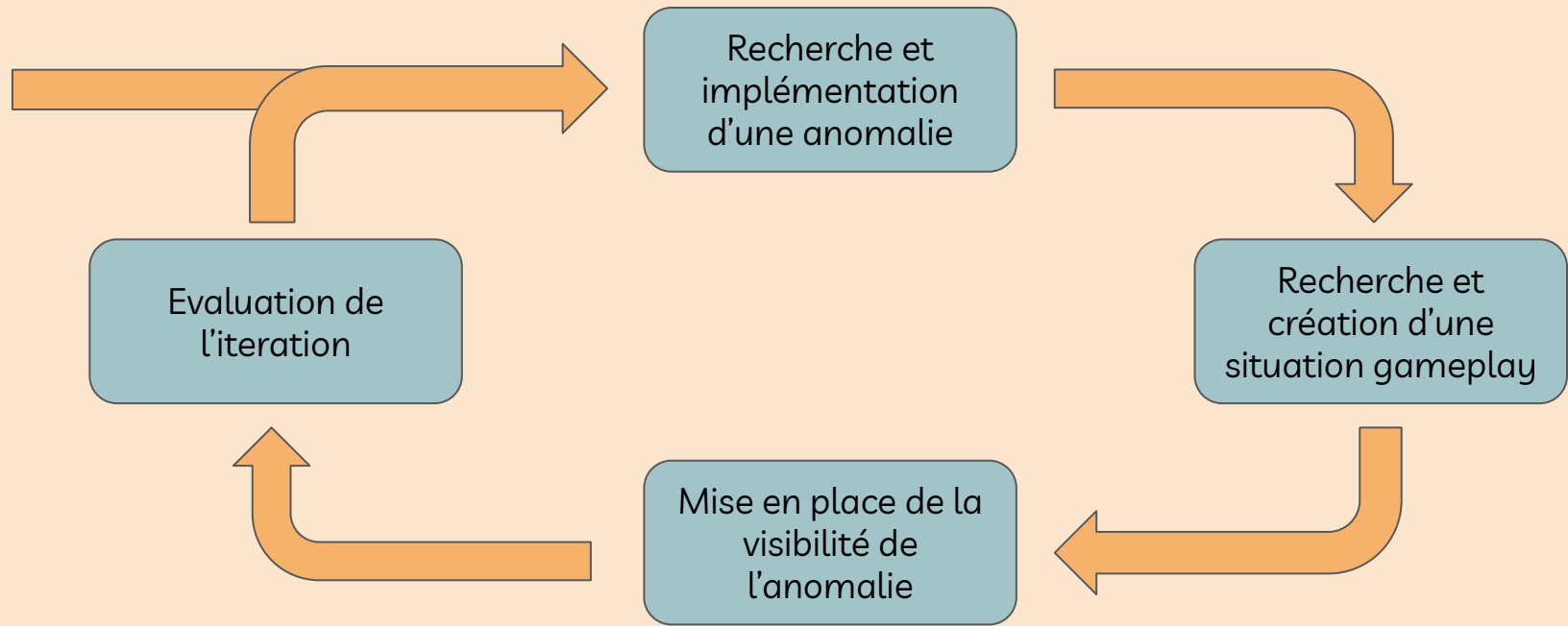
Particules



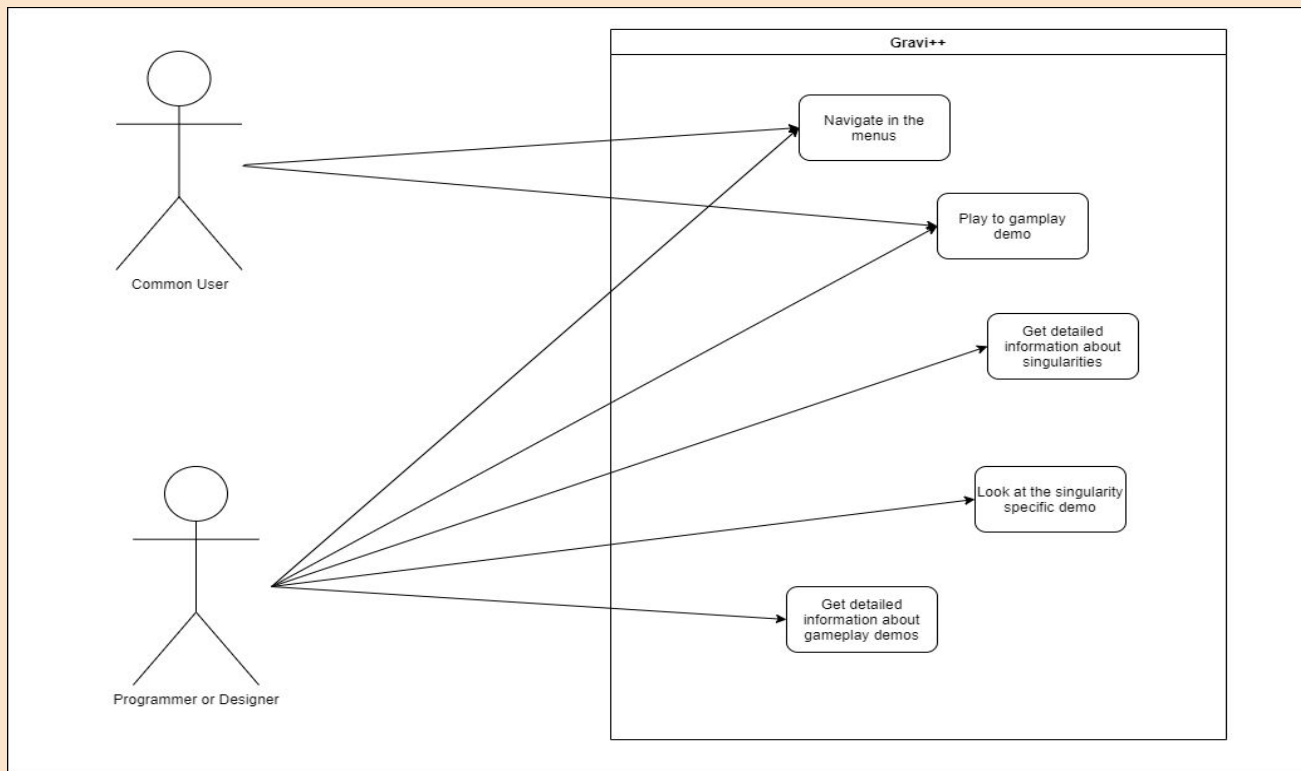
Radar



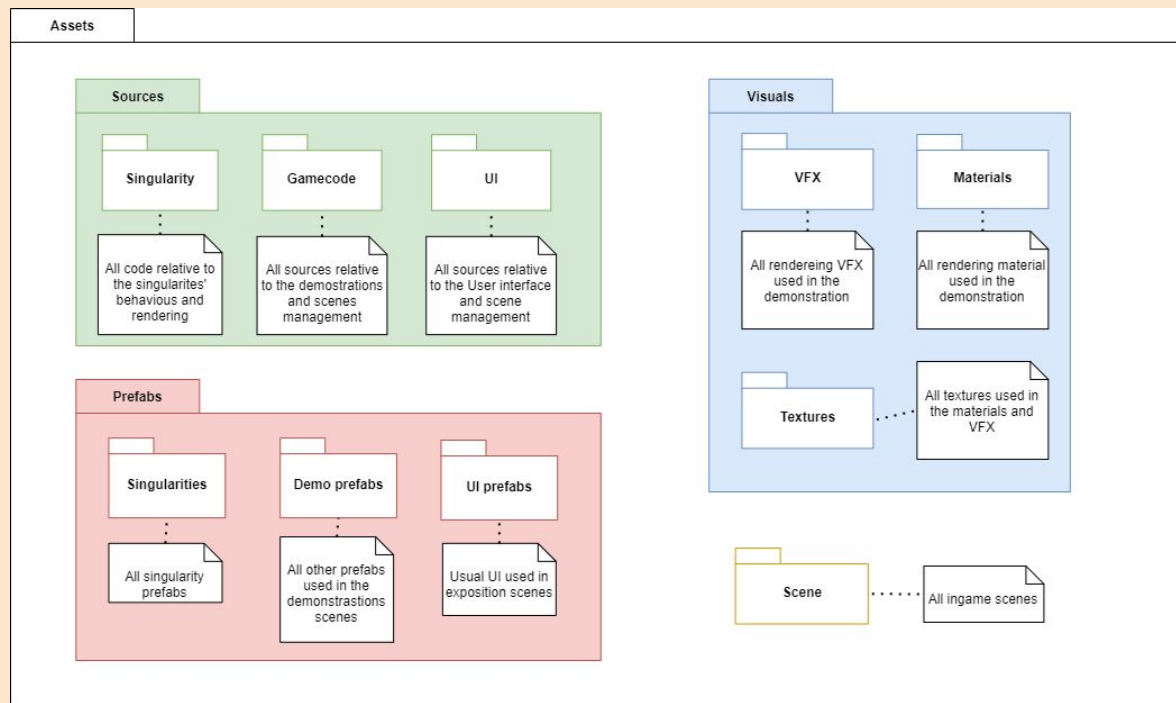
# Conception



# Iteration agile

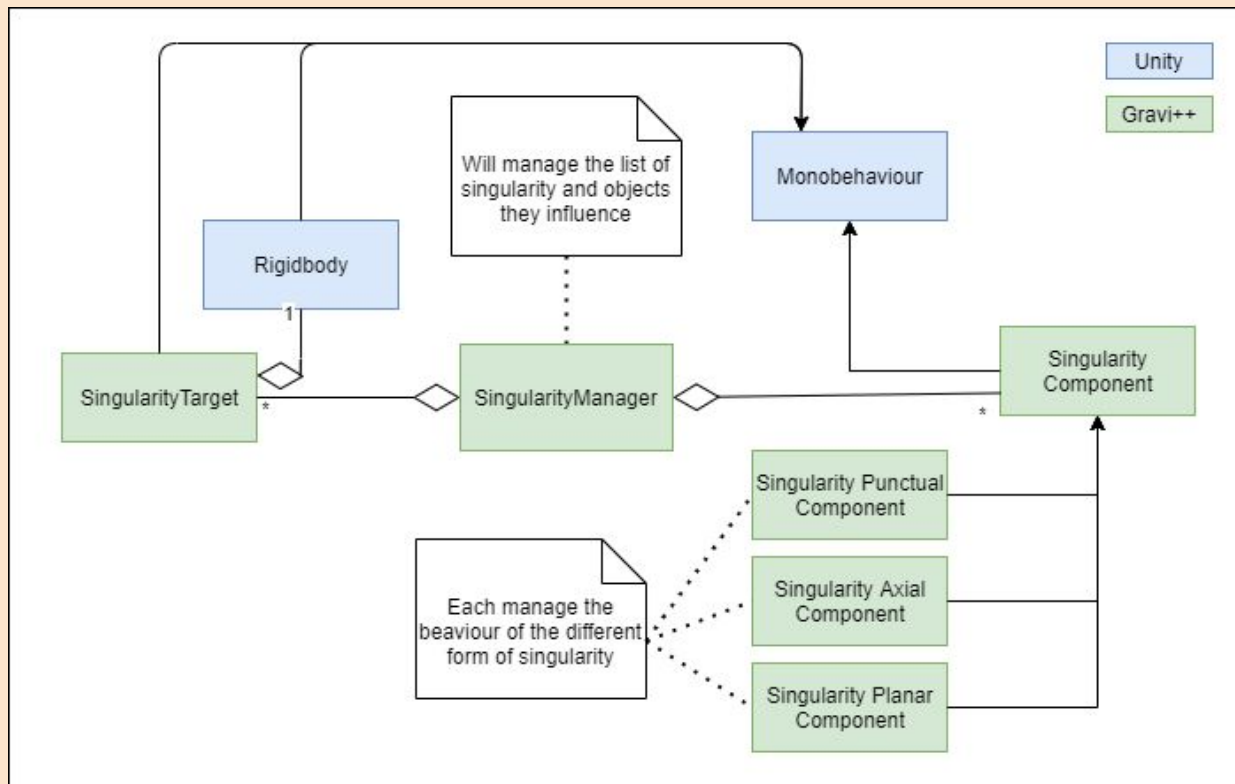


# Diagramme utilisateur

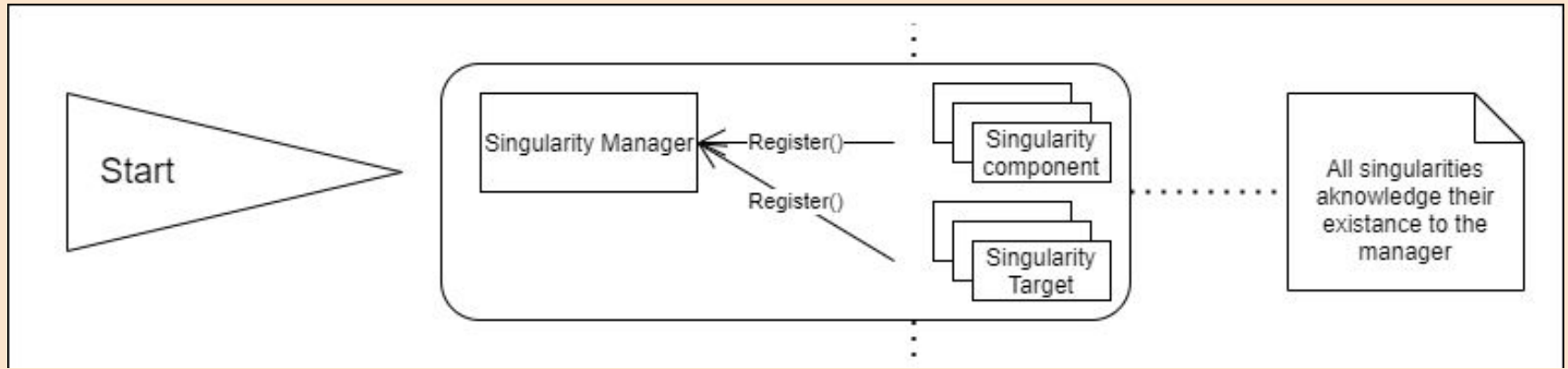


# Diagramme de composants

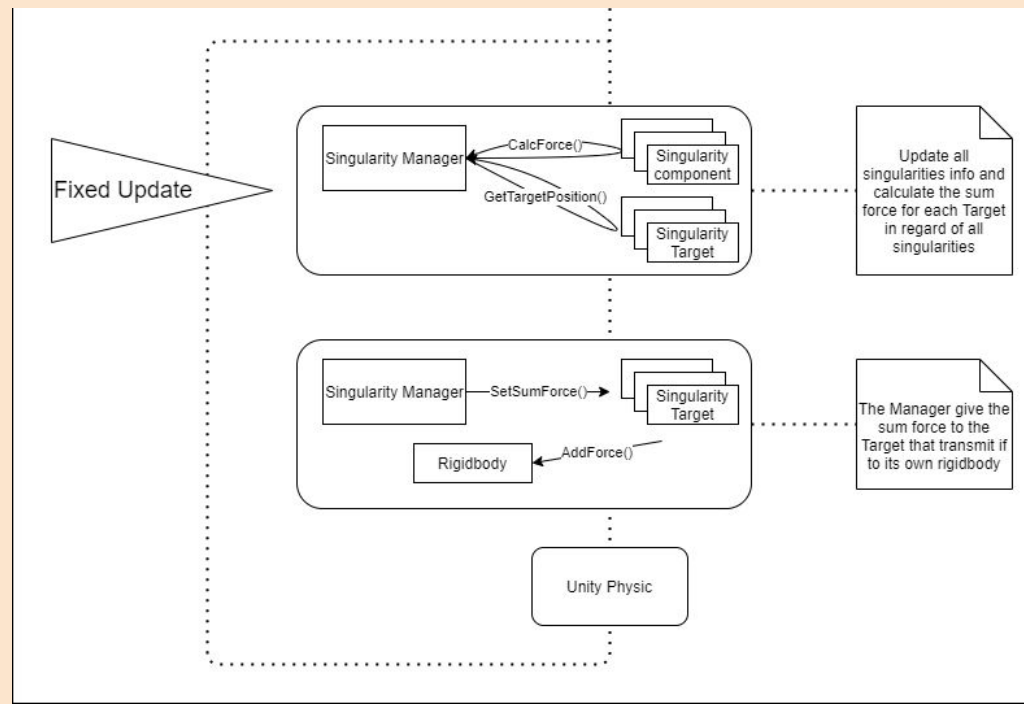




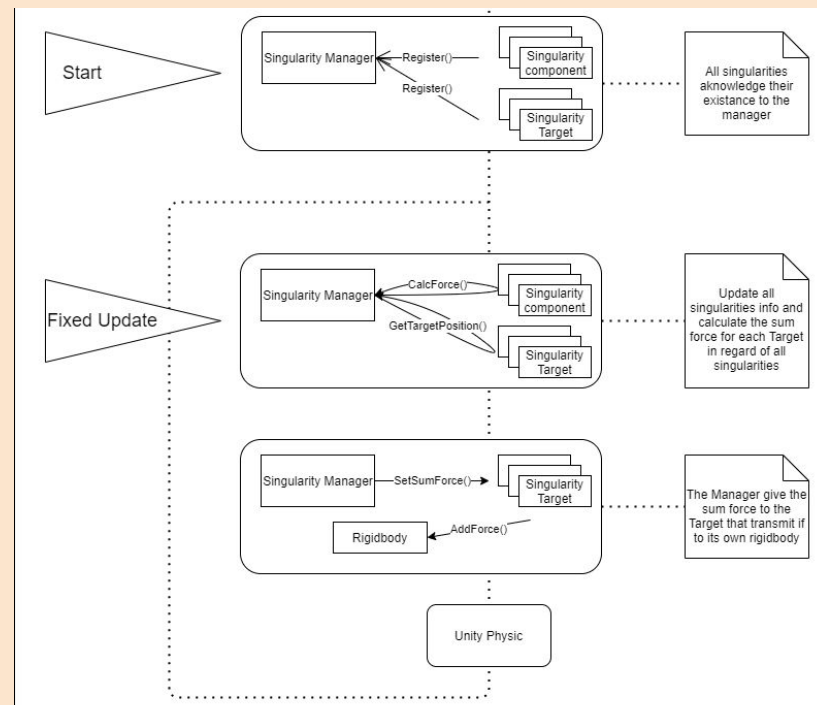
# Diagramme de classes



# Diagramme de processus



# Diagramme de processus



# Diagramme de processus

# Merci pour votre attention !

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