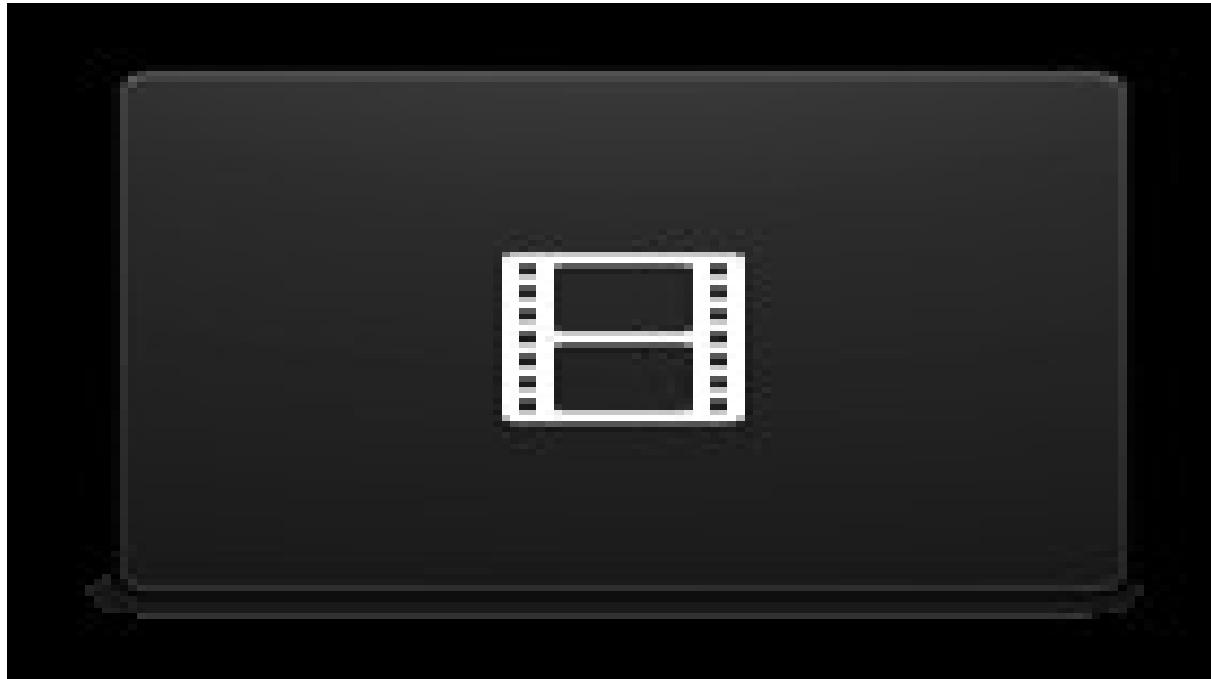
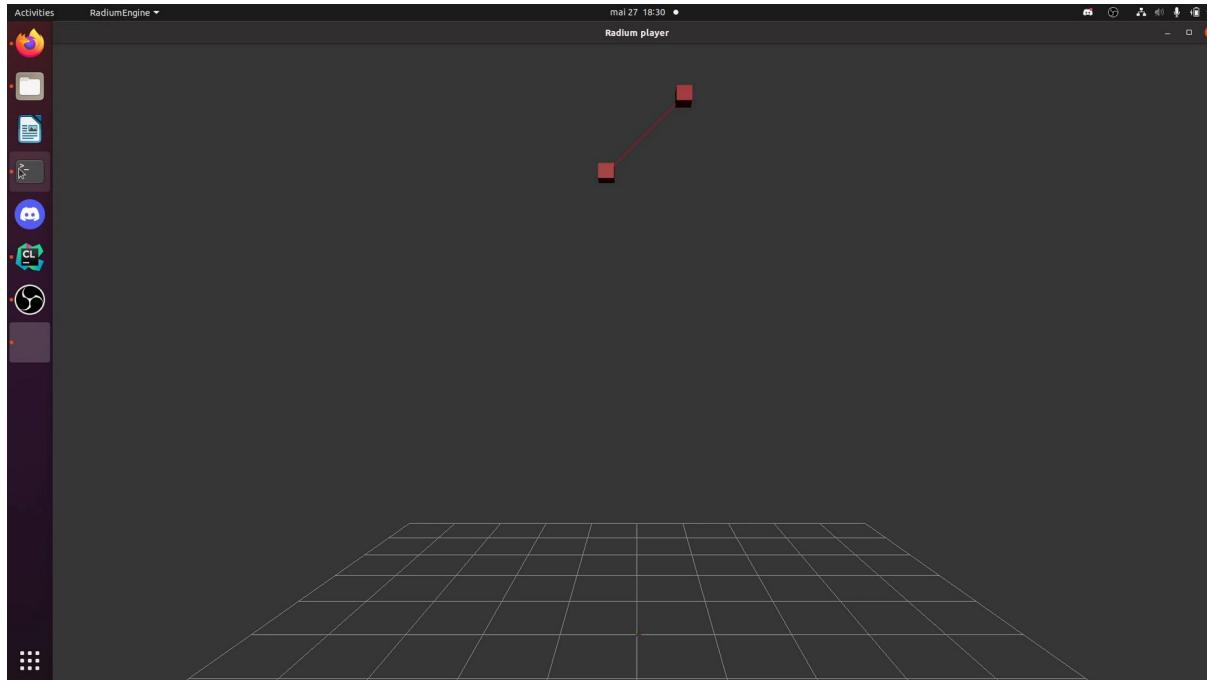


Implémentation de l'intégration de Verlet

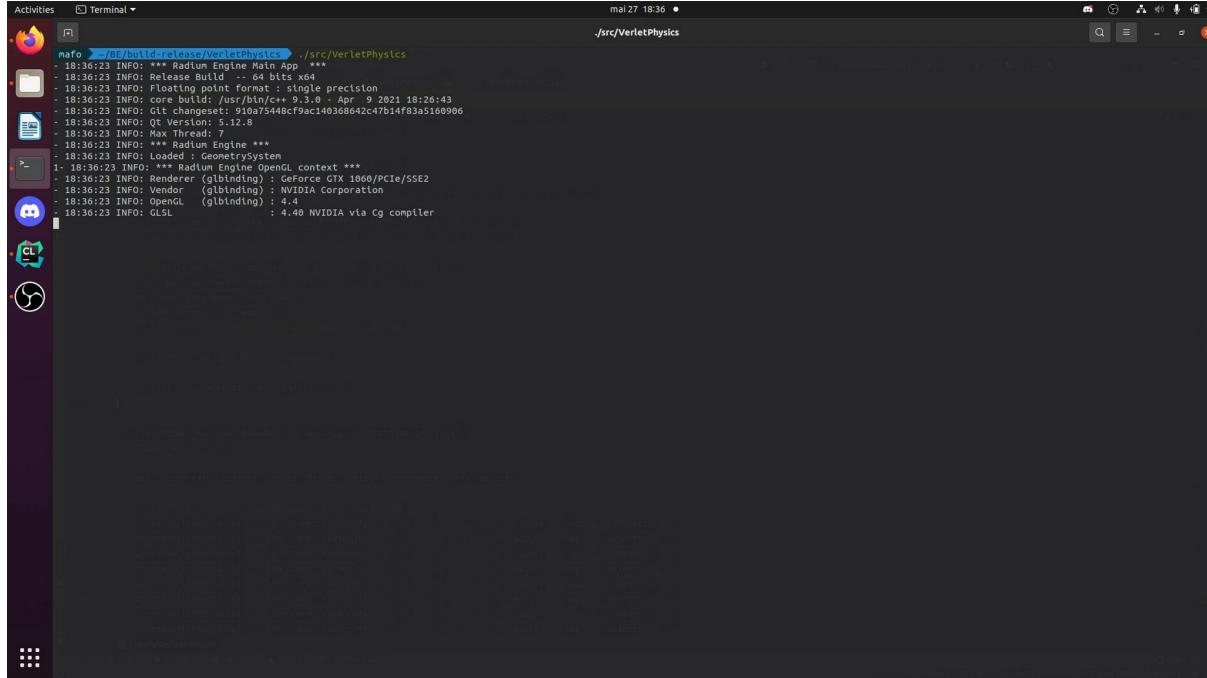
Particles



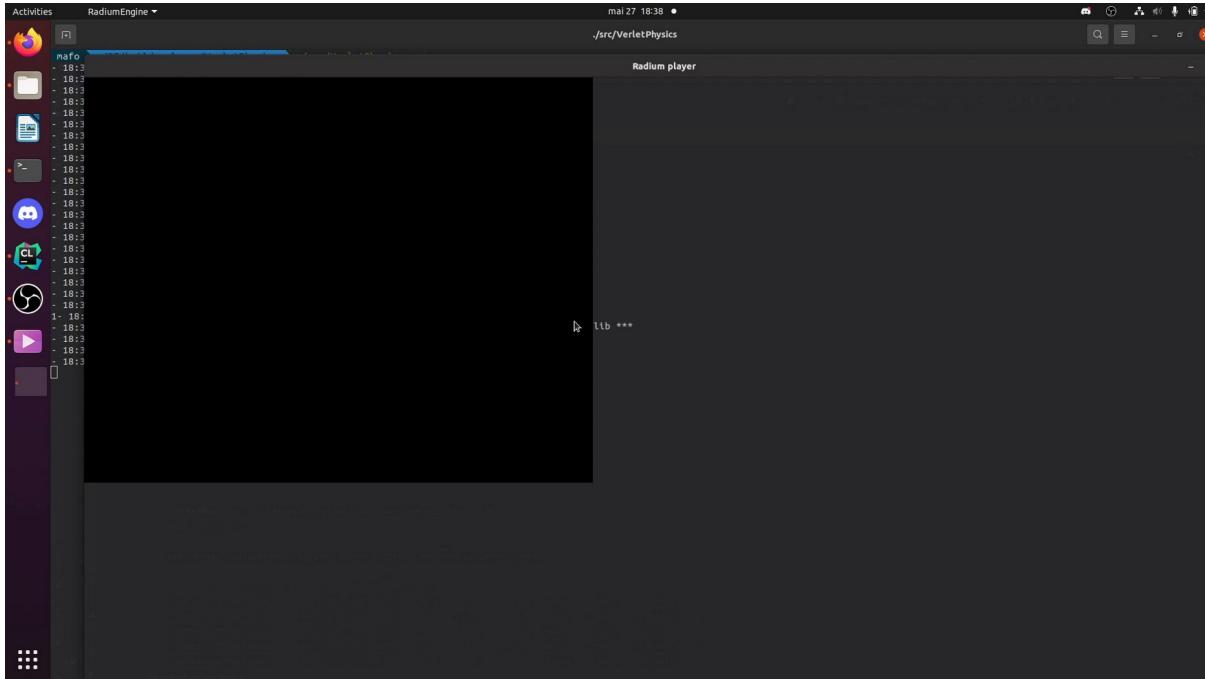
Ressorts



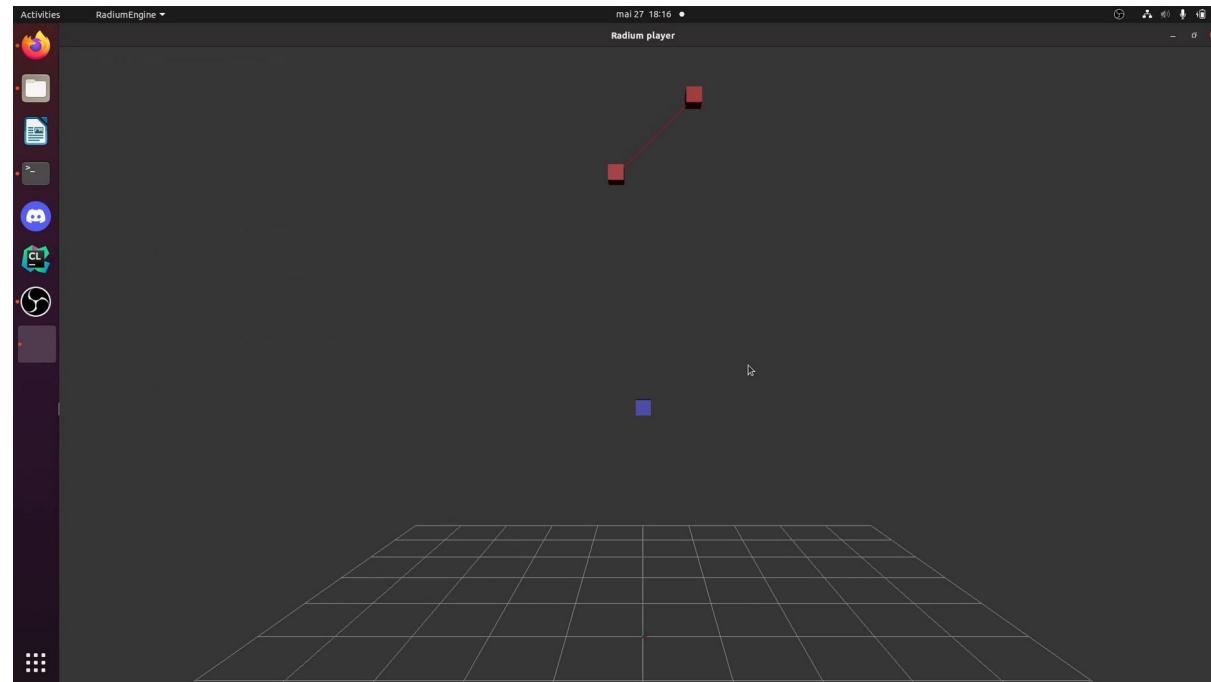
Contraintes



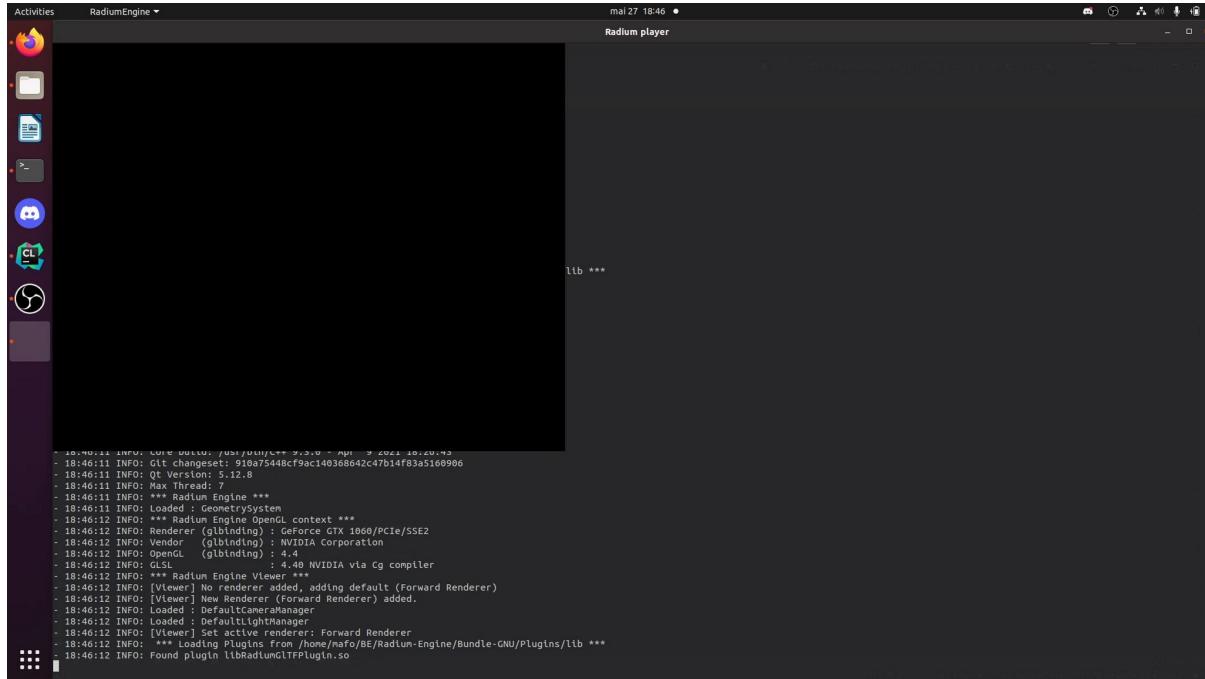
Comportements : Gravité



Comportements : Attraction



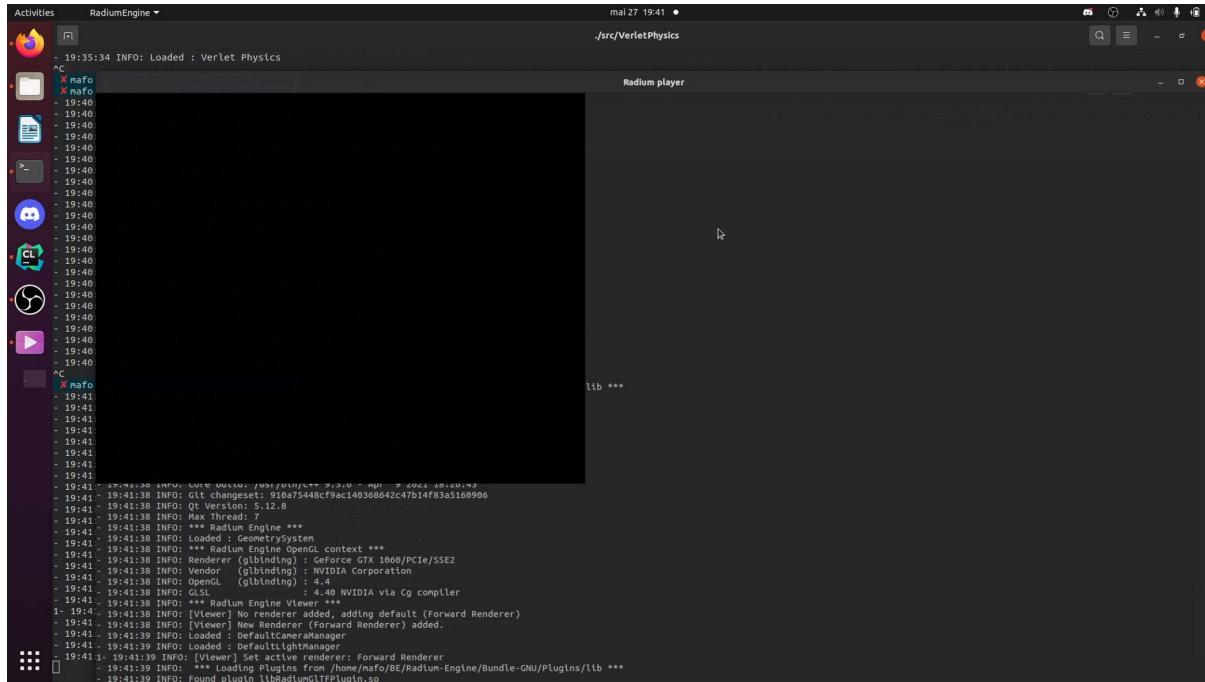
Chiffon 15x15



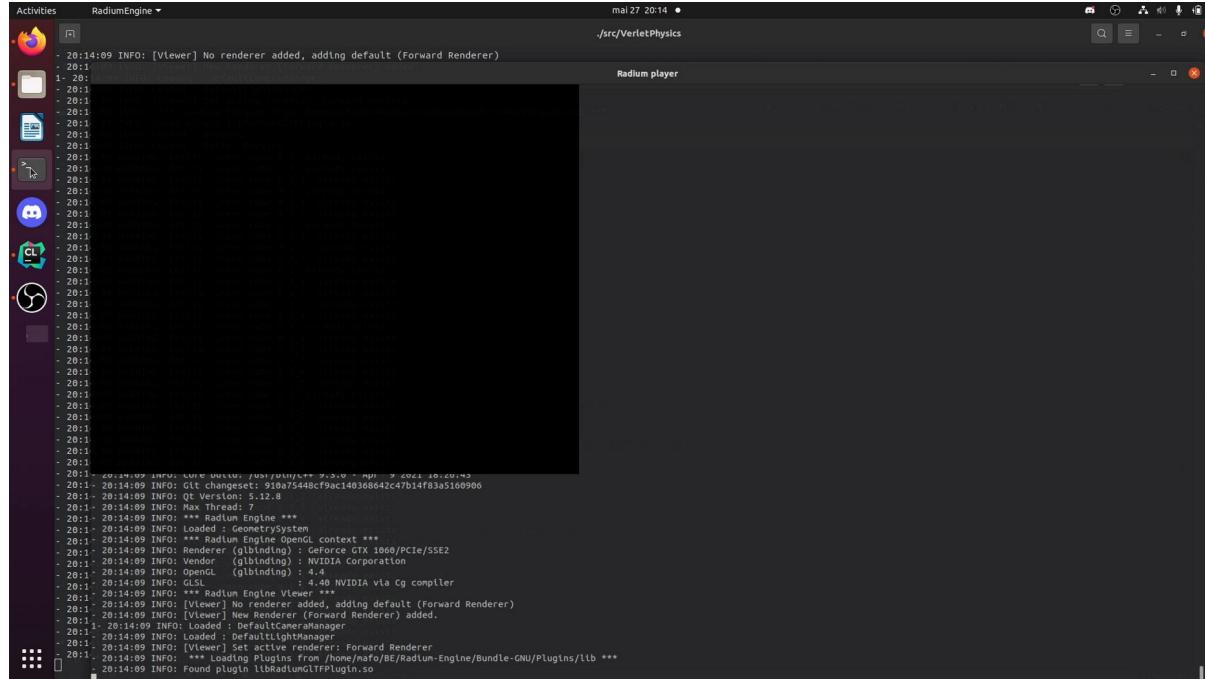
Chiffon 35x35

```
Activities RadiumEngine -> mafo ~/BE/build-release/VerletPhysics make -j 12
[ 10%] Automatic NOC for target VerletPhysics
[ 10%] Built target VerletPhysics_autogen
Consolidate compiler generated dependences of target VerletPhysics
[ 10%] Linking CXX executable VerletPhysics
[ 100%] Built target VerletPhysics
mafo ~/BE/build-release/VerletPhysics ./src/VerletPhysics
[ 10%] INFO: [Vengine] Radium Engine Main App *** x64
[ 10%] INFO: Release Build : 64 bits x64
[ 10%] INFO: Floating point format : single precision
[ 10%] INFO: core build: /usr/bin/c++ 9.3.0 - Apr 9 2021 18:26:43
[ 10%] INFO: Git changeset: 910a75448cf9ac140368642c47b14f83a5160906
[ 10%] INFO: Qt Version: 5.12.8
[ 10%] INFO: GLSL : 4.4
[ 10%] INFO: *** Radium Engine ***
[ 10%] INFO: Loaded : GeometrySystem
[ 10%] INFO: *** Radium Engine OpenGL context ***
[ 10%] INFO: Renderer (glbinding) : GeForce GTX 1060/PCIe/SSE2
[ 10%] INFO: Renderer (glbinding) : NVIDIA Corporation
[ 10%] INFO: OpenGL (glbinding) : 4.4
[ 10%] INFO: GLSL : 4.4 NVIDIA via Cg compiler
[ 10%] INFO: *** Radium Engine Vtewer ***
[ 10%] INFO: No renderer added, adding default (Forward Renderer)
[ 10%] INFO: New Renderer (Forward Renderer) added.
[ 10%] INFO: Loaded : DefaultCameraManager
[ 10%] INFO: Loaded : DefaultLightManager
[ 10%] INFO: [Vtewer] Set active renderer: Forward Renderer
[ 10%] INFO: [Vtewer] Loading Plugins from /home/mafo/BE/Radium-Engine/Bundle-GNU/Linux/lib ***
[ 10%] INFO: [Vtewer] Found 1 plugins: RadiumEngineGLFWPlugin.so
[ 10%] INFO: Loaded 1 plugin.
[ 10%] INFO: Loaded : Verlet Physics
^C
x mafo ~/BE/build-release/VerletPhysics ./src/VerletPhysics
[ 10%] INFO: [Vengine] Radium Engine Main App ***
[ 10%] INFO: Release Build : 64 bits x64
[ 10%] INFO: Floating point format : single precision
[ 10%] INFO: core build: /usr/bin/c++ 9.3.0 - Apr 9 2021 18:26:43
[ 10%] INFO: Git changeset: 910a75448cf9ac140368642c47b14f83a5160906
[ 10%] INFO: Qt Version: 5.12.8
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[ 10%] INFO: *** Radium Engine ***
[ 10%] INFO: Loaded : GeometrySystem
[ 10%] INFO: *** Radium Engine OpenGL Context ***
[ 10%] INFO: Renderer (glbinding) : GeForce GTX 1060/PCIe/SSE2
[ 10%] INFO: Renderer (glbinding) : NVIDIA Corporation
[ 10%] INFO: OpenGL (glbinding) : 4.4
[ 10%] INFO: GLSL : 4.4 NVIDIA via Cg compiler
[ 10%] INFO: *** Radium Engine Vtewer ***
[ 10%] INFO: No renderer added, adding default (Forward Renderer)
[ 10%] INFO: New Renderer (Forward Renderer) added.
1- 18:50:04 INFO: [Vtewer] Loaded : DefaultCameraManager
[ 10%] INFO: Loaded : DefaultLightManager
[ 10%] INFO: [Vtewer] Set active renderer: Forward Renderer
```

Chiffon 35x35 sans lignes



Boite et attraction



Boîte, attraction et repulsion

Fin.