Split of the work :

- Samuel Rey: Perlin Noise, diffuse shading, Bezier curves

- Nils Bonfils: Fly-through mode, FPS, FPS with mouse, jump and gravity
- Marion Kramer: Texturing, skybox, water

It's the final split, but we help each others for a lot of things and sometimes we start but it was not completely right, so someone else finish it.

Ressources used in the project :

- Perlin Noise : http://mrl.nyu.edu/~perlin/noise/

- Bezier curves : http://www.cs.mtu.edu/~shene/COURSES/cs3621/NOTES/spline/Bezier/bezier-construct.html

Repository : git.epfl.ch/repo/cg-project.git