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Avalanche Simulation in a Particle System As a part of the Master - Module 3D-Animation in the Hochschule Rhein Main purely written in Python and OpenGL

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abstract Avalanche A natural dreaded force of many snow and ice particles rushing down a Slope, driven by the Gravity. As many as snowflakes and ice particles which are included in an avalanche as good as we can play with them in an Particle System. One of the best examples for dynamicly rendered simulations for Particle Systems a snow Avalanche will be the central Part in our Project.

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