

Discrete 3D surfaces of revolution

Final presentation

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1 Introduction

- Collaborators and clients
- Roles
- Context
- Objectifs

2 Work achieved

- Maquette
- Demonstration
- Utils

3 Gestion de projet

- Gantt diagram
- Progress
- Risk evolution
- Quality insurance plan
- Costs

4 Conclusion

1 Introduction

- Collaborators and clients
- Roles
- Context
- Objectifs

2 Work achieved

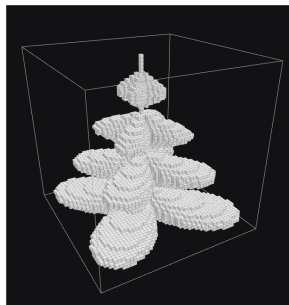
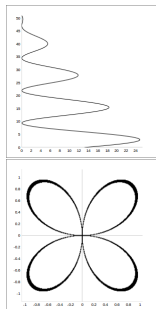
3 Gestion de projet

4 Conclusion

- Clients :
 - Éric ANDRES (Professor and former director of XLIM-SIC department)
 - Gaëlle LARGETEAU-SKAPIN (University lecturer, Discrete geometry)
- Exemple of final user :
 - Aurélie MOURIER (Artist)
- Pedagogic Supervisor :
 - Philippe MESEURE (Professor, Computer Graphics)

- Team composition :
 - Thomas BENOIST - Project manager
 - Zied BEN OTHMANE - Quality manager
 - Adrien BISUTTI - Risks manager
 - Lydie RICHAUME - Tasks manager

- Éric ANDRES and Gaëlle LARGETEAU-SKAPIN developed a new algorithm to model discrete surfaces of revolution.
- Display the result with Mathematica



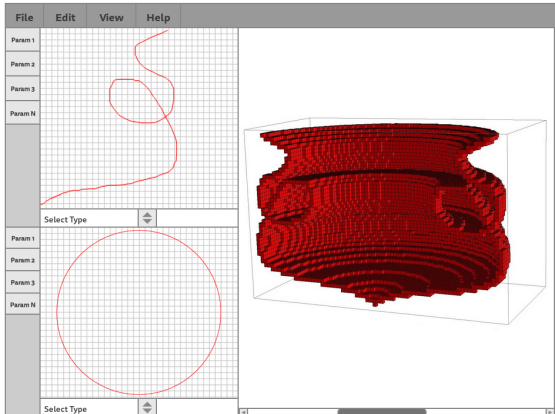
- Need of a tool useable by everyone and everywhere

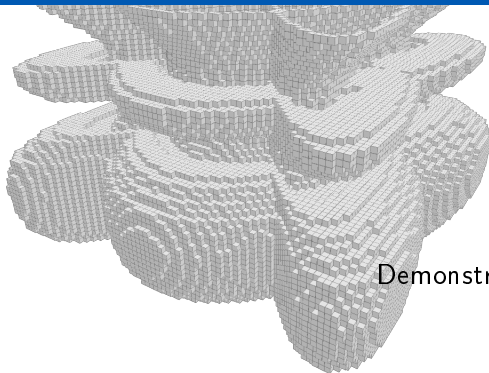
- Outil de visualisation de surfaces
 - Visualiser en 3D, en coupe
 - Choisir les méridiennes et les courbes de révolution
 - Exporter des objets obtenus
- Algorithme de construction des surfaces de révolution
 - Fourni par les clients
 - Possibilité d'évolution de l'algorithme

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Maquette

- Listes des fonctionnalités
- Étude et transcription de l'algorithme
- Documentation technique
- Maquette





Demonstration

- TODO

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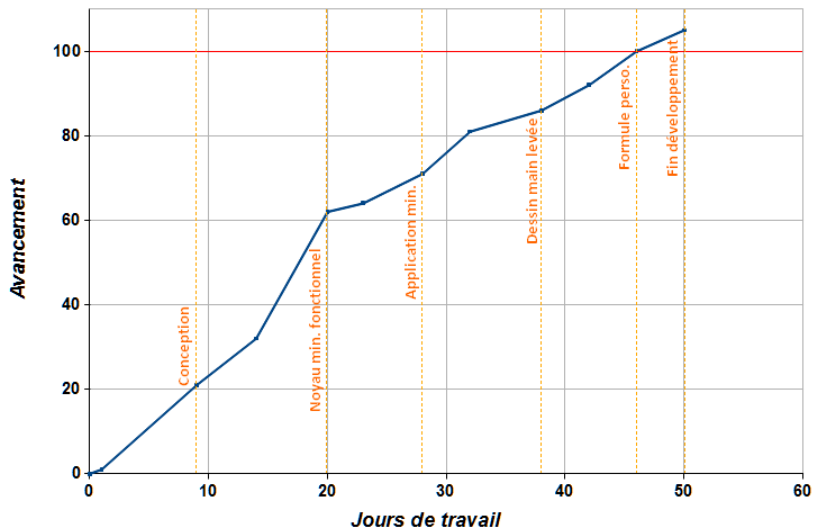
Diagramme prévisionnel

Diagramme réalisé

Diagramme prévisionnel

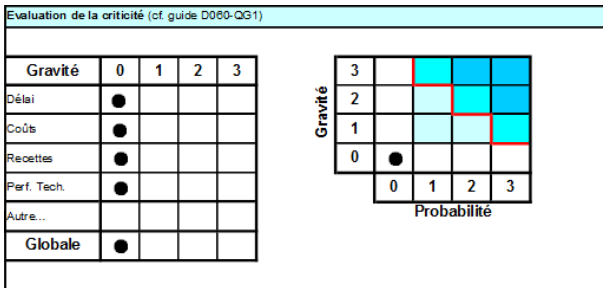
Diagramme réalisé

Diagramme d'avancement des tâches



Risk evolution

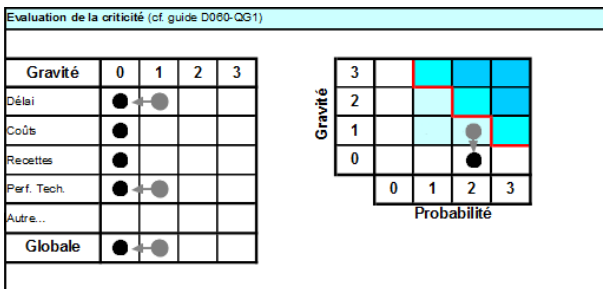
- Server linked problems



Level	Gravity	Probability	Criticity
0	Aucune	< 1%	No critical
1	Faible (marges)	de 1% à 5%	
2	Significative	de 5% à 20 %	Critical
3	Danger	> 20%	

Risk evolution

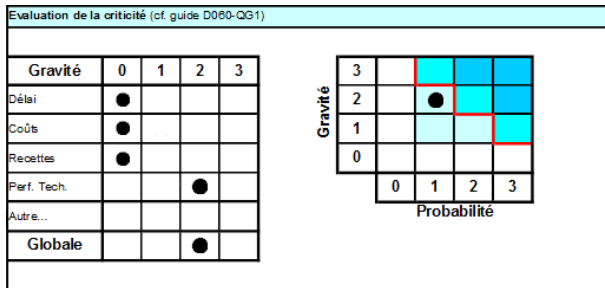
- New clients



Level	Gravity	Probability	Criticality
0	Aucune	< 1%	No critical
1	Faible (marges)	de 1% à 5%	
2	Significative	de 5% à 20 %	Critical
3	Danger	> 20%	

Risk evolution

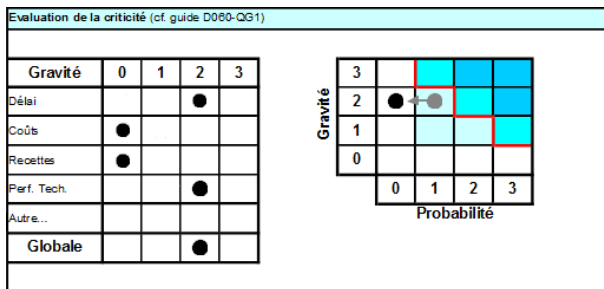
- Generation algorithm evolution



Level	Gravity	Probability	Criticality
0	Aucune	< 1%	No critical
1	Faible (marges)	de 1% à 5%	
2	Significative	de 5% à 20 %	Critical
3	Danger	> 20%	

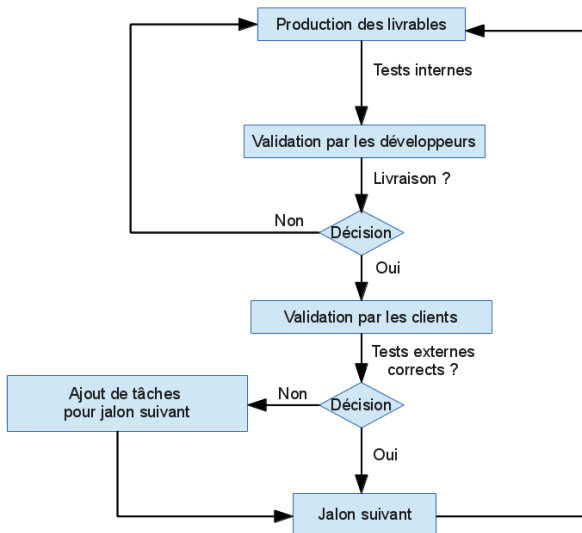
Risk evolution

- Risque de rendu



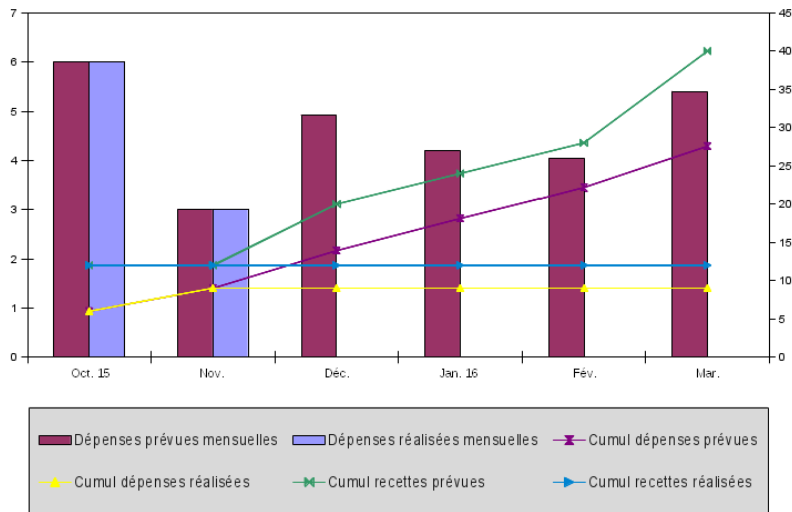
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Quality insurance plan



Validation par les clients
à chaque jalon.

Évolution des dépenses et des recettes (k€)



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- Apport technique javascript (classe, worker, blob, webgl, etc.)
- Livraison en deux étapes
- Perspectives

Discrete 3D surfaces of revolution

Final presentation

Thanks for your attention.

Are there any questions ?