

# Discrete 3D surfaces of revolution

## Final presentation

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# Outline

- 1 Introduction
- 2 Work achieved
- 3 Gestion de projet
- 4 Conclusion

## 1 Introduction

- Collaborators and clients
- Roles
- Context
- Objectifs

## 2 Work achieved

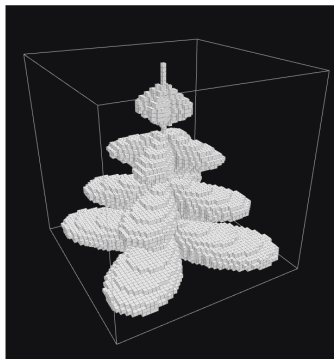
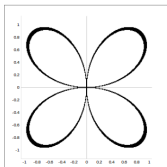
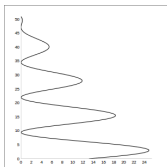
## 3 Gestion de projet

## 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

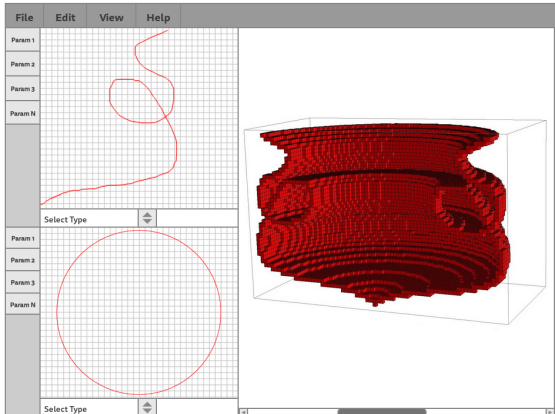
# Outline

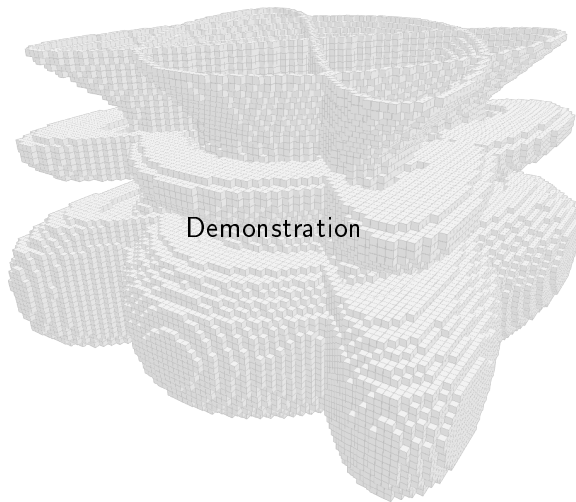
- 1 Introduction
- 2 Work achieved
  - Maquette
  - Demonstration
- 3 Gestion de projet
- 4 Conclusion



# Maquette

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





# Outline

## 1 Introduction

## 2 Work achieved

## 3 Gestion de projet

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

## 4 Conclusion

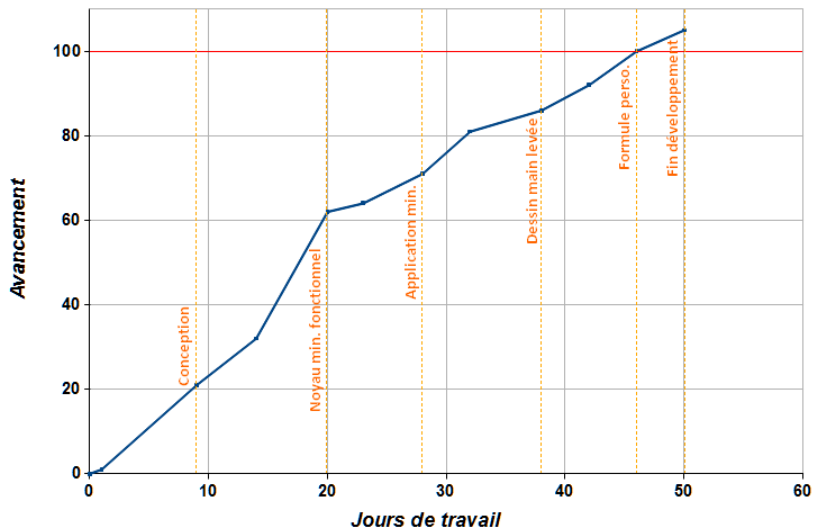
Diagramme prévisionnel

Diagramme réalisé

Diagramme prévisionnel

Diagramme réalisé

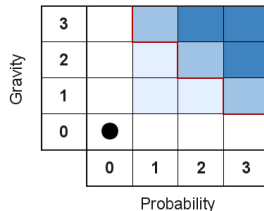
## Diagramme d'avancement des tâches



# Risk evolution

- Server linked problems

Gravity	0	1	2	3
Delay	●			
Costs	●			
Receipts	●			
Performance	●			
Other				
<b>Global</b>	●			

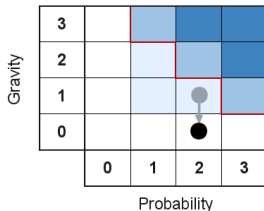


Level	Gravity	Probability	Criticality
0	Aucune	< 1%	No critical
1	Faible (marges)	de 1% à 5%	
2	Significative	de 5% à 20 %	Critical
3	Danger	> 20%	

# Risk evolution

- New clients

Gravity	0	1	2	3
Delay	● ← ●			
Costs	●			
Receipts	●			
Performance	● ← ●			
Other				
<b>Global</b>	● ← ●			



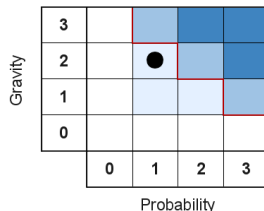
Level	Gravity	Probability	Criticality
0	Aucune	< 1%	No critical
1	Faible (marges)	de 1% à 5%	
2	Significative	de 5% à 20 %	Critical
3	Danger	> 20%	



# Risk evolution

- Generation algorithm evolution

Gravity	0	1	2	3
Delay	●			
Costs	●			
Receipts	●			
Performance			●	
Other				
<b>Global</b>			●	

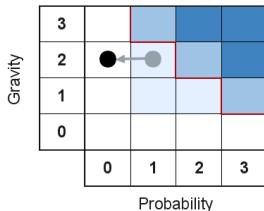


Level	Gravity	Probability	Criticality
0	Aucune	< 1%	No critical
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# Risk evolution

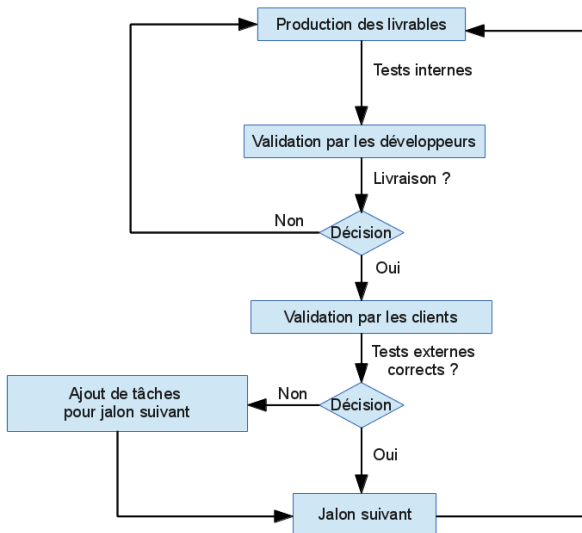
- Risque de rendu

Gravity	0	1	2	3
Delay			●	
Costs	●			
Receipts	●			
Performance			●	
Other				
<b>Global</b>			●	



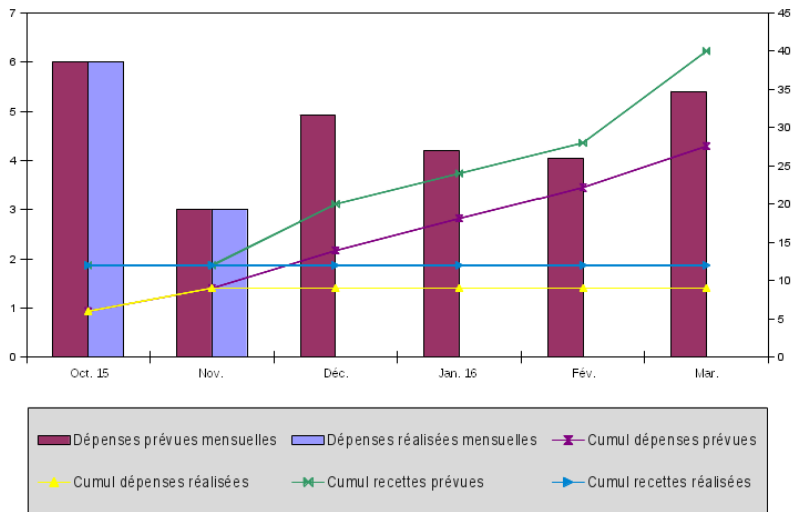
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0	Aucune	< 1%	No critical
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# Quality insurance plan



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

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Final presentation

Thanks for your attention.

Are there any questions ?