

# Discrete 3D surfaces of revolution

## Final presentation

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March 2<sup>nd</sup>, 2016

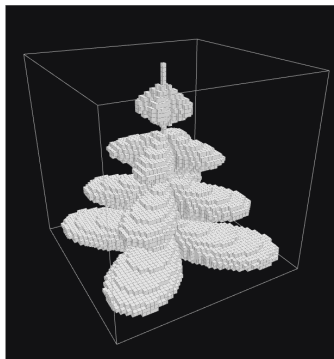
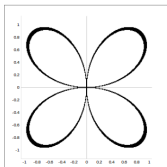
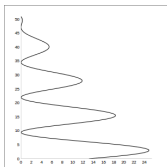
# Outline

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- 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 usable by everyone and everywhere

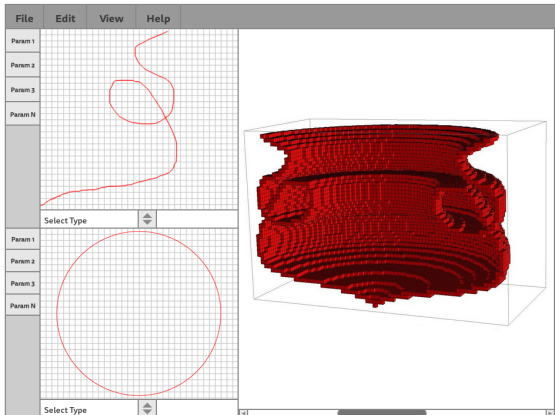
- Surfaces visualization tool
  - 3D, slices visualization
  - Choose the generatrix and directrix
  - Export the results
- Algorithm to generate surfaces of revolution
  - Provided by the customers
  - Possible evolution of the algorithm

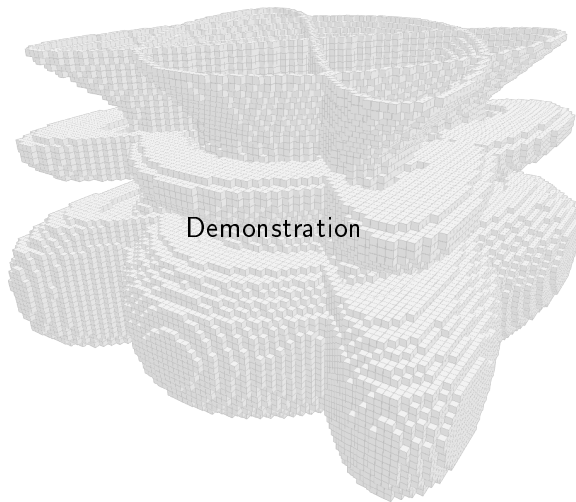
# Outline



# Prototype

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





# Outline

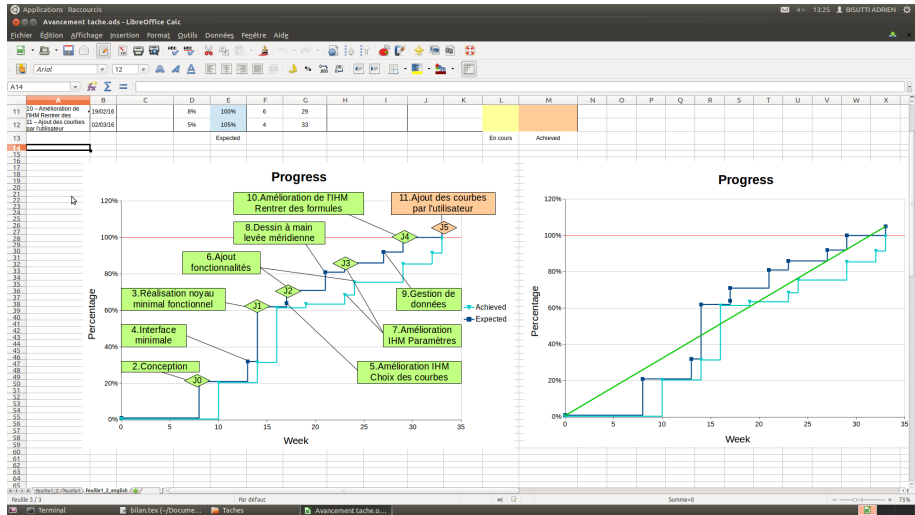
Diagramme prévisionnel

Diagramme réalisé

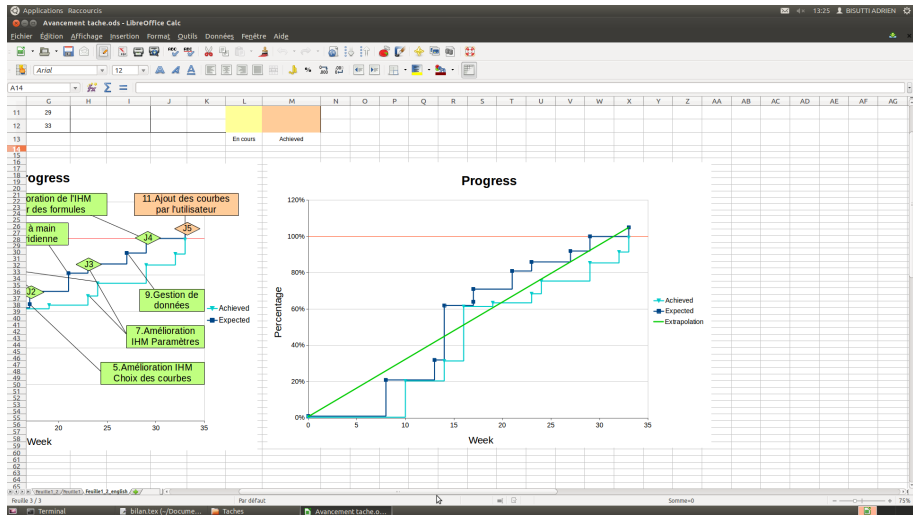
Diagramme prévisionnel

Diagramme réalisé

# Progress



# Progress



N°	Deliverable	Planned date	Actual date
1	Interface and algorithm result	Dec. 23 <sup>rd</sup>	Jan. 18 <sup>th</sup>
2	Minimal application	Jan. 21 <sup>st</sup>	Jan. 25 <sup>th</sup>
2 <sup>bis</sup>	Multicoupe et paramètres	—	Jan. 29 <sup>th</sup>
3	Free hand drawing and curves with editable parameters	Jan. 29 <sup>th</sup>	Feb. 24 <sup>th</sup>
4	Equations and export	Feb. 19 <sup>th</sup>	Feb. 24 <sup>th</sup>
5	Final application	Mar. 2 <sup>nd</sup>	Mar. 2 <sup>nd</sup>
5 <sup>bis</sup>	Final documentation	Mar. 11 <sup>th</sup>	Mar. 14 <sup>th</sup>



# Risk evolution

- Server linked problems

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

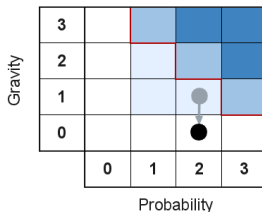
Gravity	3				
	2				
	1				
	0	●			
		0	1	2	3
		Probability			

Level	Gravity	Probability	Criticity
0	None	< 1%	No critical
1	Low (marges)	de 1% à 5%	
2	Important	de 5% à 20 %	Critical
3	Dangerous	> 20%	

# Risk evolution

- New clients

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

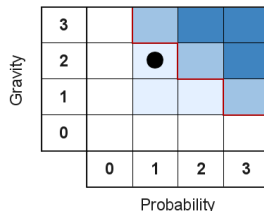


Level	Gravity	Probability	Criticity
0	None	< 1%	No critical
1	Low (marges)	de 1% à 5%	
2	Important	de 5% à 20 %	Critical
3	Dangerous	> 20%	

# Risk evolution

- Evolution of the generation algorithm

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

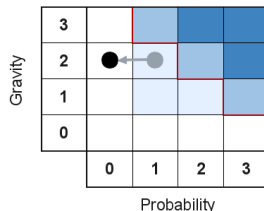


Level	Gravity	Probability	Criticity
0	None	$< 1\%$	No critical
1	Low (marges)	de 1% à 5%	
2	Important	de 5% à 20 %	Critical
3	Dangerous	$> 20\%$	

# Risk evolution

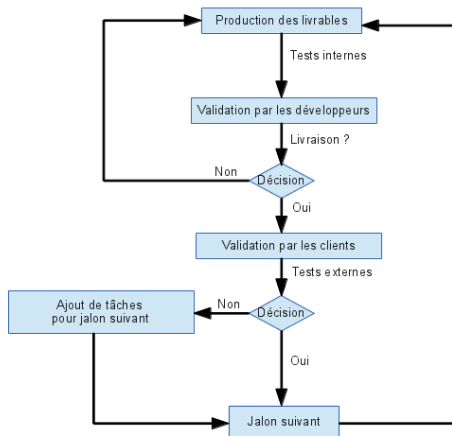
- Slow rendering

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



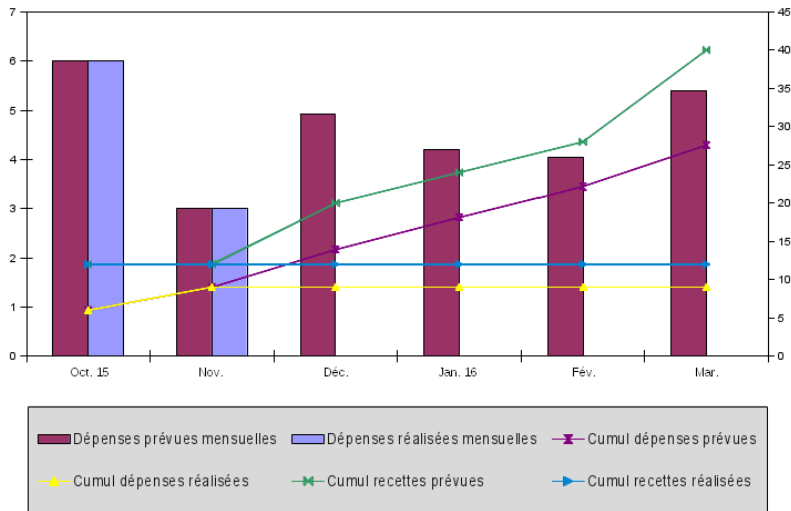
Level	Gravity	Probability	Criticity
0	None	< 1%	No critical
1	Low (marges)	de 1% à 5%	
2	Important	de 5% à 20 %	Critical
3	Dangerous	> 20%	

# Quality insurance plan



Milestones validation  
with the clients

## Évolution des dépenses et des recettes (k€)



# Outline

- Technical Javascript improvement (classes, worker, blob, webgl, etc.)
- Partial final delivery
- Perspectives



# Discrete 3D surfaces of revolution

Final presentation

Thanks for your attention.

Are there any questions ?