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SIMPLE API FOR 3D APPLICATIONS

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Timișoara, 2015

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Abstract

Let's assume that in one of these days a programmer decides to write a 3D application. It can be anything from flight simulators to shooter games. The point is our guy wants his application to have 3D objects which he can model with an external tool and nice effects, obtained with particle engines, like fire, smoke or water.

Abstract

Abstract in limba romana.

Chapter 1

Introduction

This is the introduction chapter.

Chapter 2

Particle Systems

This is the particle systems chapter.

Chapter 3

Application

This is the application chapter.

Chapter 4

Conclusion

This is the conclusions chapter.