

TDT4570

Game Technology,
Specialization Project

Norwegian University of Science and Technology (NTNU)
Faculty of Information Technology, Mathematics and Electrical Engineering
Department of Computer and Information Science

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Methods of Real-Time Flight Simulation

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A study of real-time flight simulation by state-of-the-art methods in physics simulation and game technology.

Supervisor:

Torbjørn Hallgren

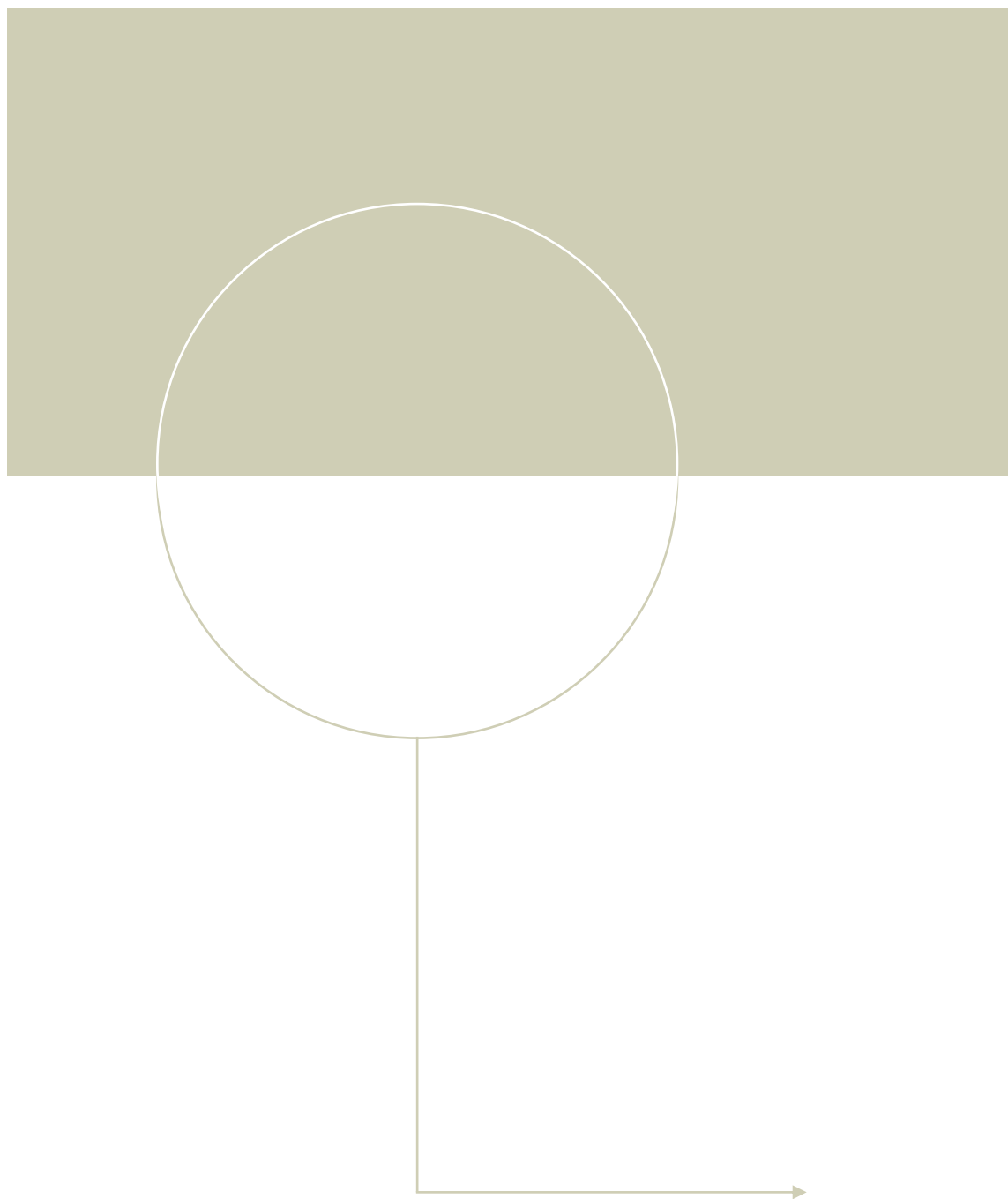
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