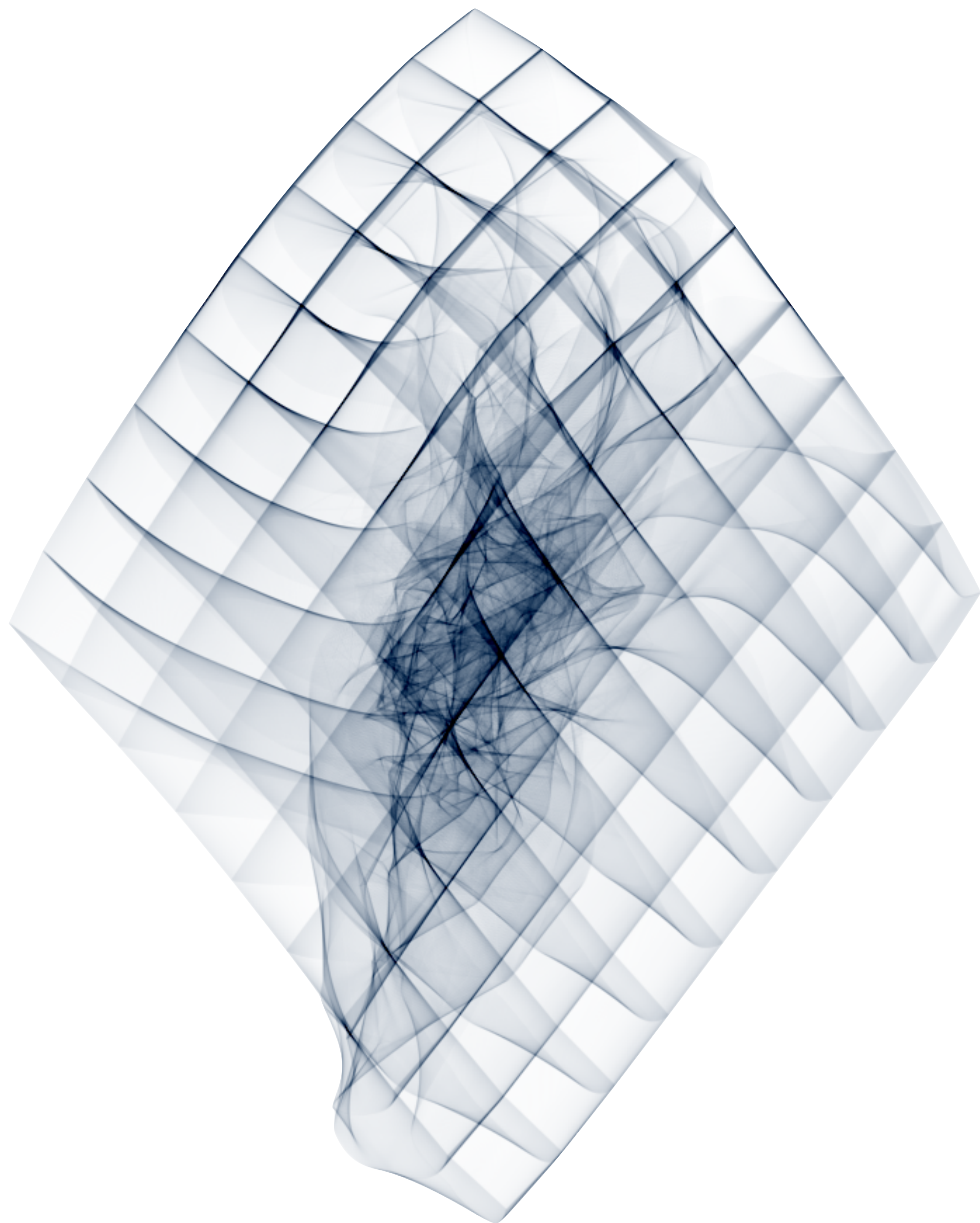




@thomasp85



UNFOLD09

► Express my vision in terms of code

➤ Learn about particle simulation

do Barnes-Hut approximation (in C++)

➤ Understand 3-forced enough to rewrite it

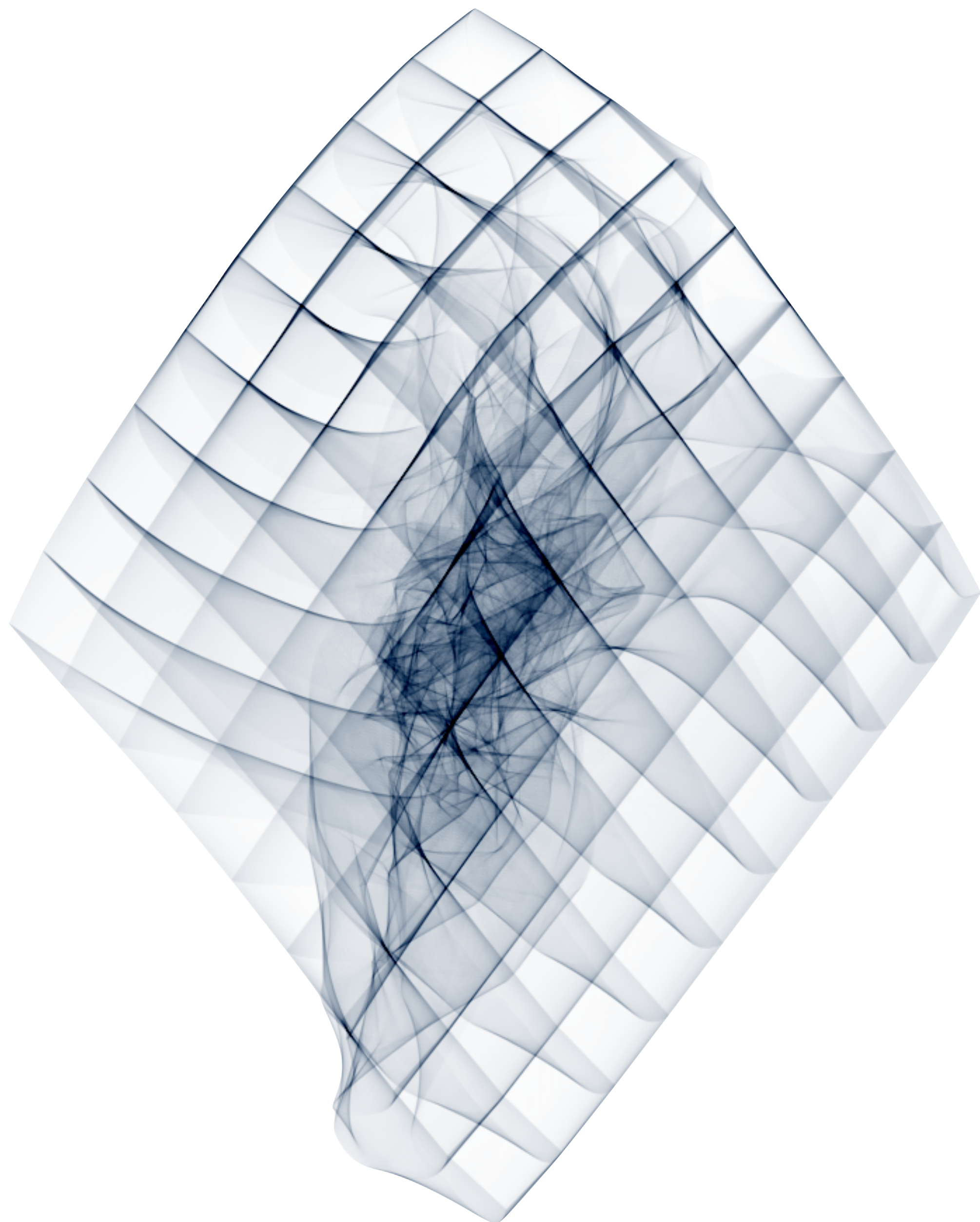
➤ Learn how to implement a quad-tree and

[◊]
in

R

► Experiment with settings

➤ Figure out how to blend 100s of frames



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