Université de Montpellier
Master IMAGINA - 1ère année

TER - Feuille de route
Stardust Engine

Auteurs :
Mme Svetlana SOLOMINA
M. Félix GIRARD
M. Clément CHOPIN
M. Luc SENECAL

Encadrés par :
Mme Noura FARAJ

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1   Estimation du travail

Pour réaliser le Diagramme de Gantt prévisionnel, nous avons utilisé un document partagé.

2   Répartition des lectures

Svetlana
— *Simulation and Rendering for Millions of Grass Blades*[3]
— *Real-Time Grass (and Other Procedural Objects) on Terrain* [6]
— *Volumetric Spot Noise for Procedural 3D Shell Texture Synthesis* [7]
Félix
— *A Review of Digital Terrain Modeling*[4]
— *Arches : a Framework for Modeling Complex Terrains* [5]
Clément
— *A good sound in the right place : Exploring the effects of auditory-visual combinations on aesthetic preference* [9].
— Generation of tree movement sound effects [2].
— *Current problems and future possibilities of procedural audio in computer games* [1].
Luc
— *VoxColliDe : Voxel Collision Detection for Virtual Environments*[10]
— *Chrono : An Open Source Multi-physics Dynamics Engine*[8]

L'image de la page de garde est une capture d'un jeu vidéo : No man's sky.

Références

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[3] Zengzhi Fan, Hongwei Li, Karl Hillesland, and Bin Sheng. Simulation and rendering for millions of grass blades. In *Proceedings of the 19th Symposium on Interactive 3D Graphics and Games - i3D '15*. ACM Press, 2015.

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[8] Alessandro Tasora, Radu Serban, Hammad Mazhar, Arman Pazouki, Daniel Melanz, Jonathan Fleischmann, Michael Taylor, Hiroyuki Sugiyama, and Dan Negrut. Chrono : An open source multi-physics dynamics engine. In *Lecture Notes in Computer Science*, pages 19–49. Springer International Publishing, 2016.

[9] Jingwei Wang, Ronghua ; Zhao. A good sound in the right place : exploring the effects of auditory-visual combinations on aesthetic preference. *Urban Forestry and Urban Greening*, page S1618866718307891, 2019.

[10] S. M. Lock ; D. P. M. Wills. Voxcollide : Voxel collision detection for virtual environments. *Virtual Reality*, 5 :8–22, 2000.