Computacion Visual Interactiva - 2019-2: Final project
Pierre Raimbaud

A WebGL screensaver using random cubic Bezier curves

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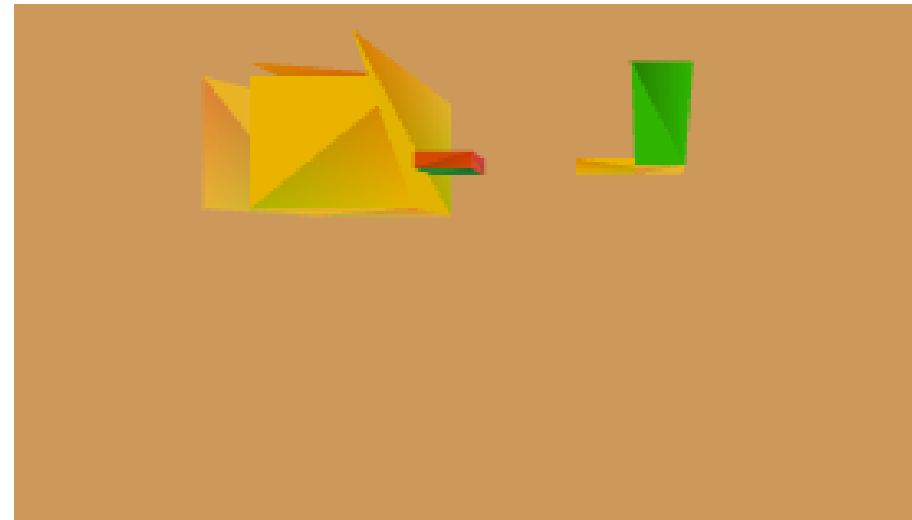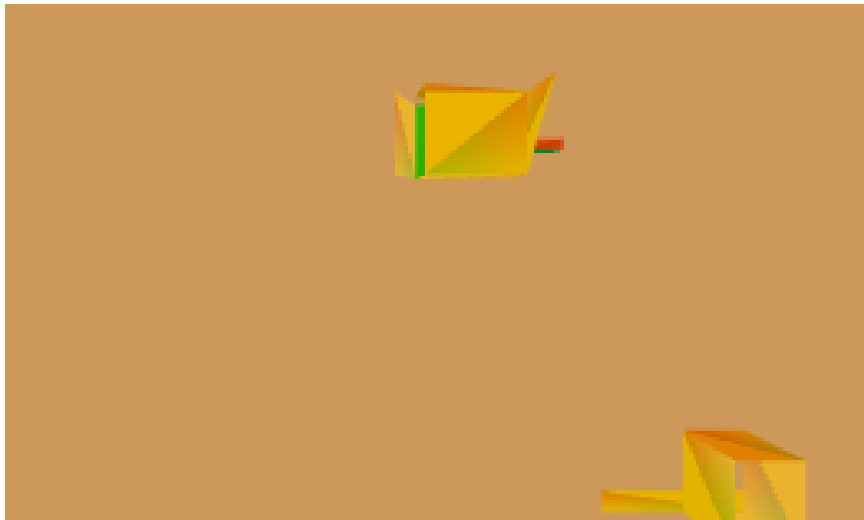
Motivation

Figure 1 and 2 Animated Objects

Animation = translations and rotations

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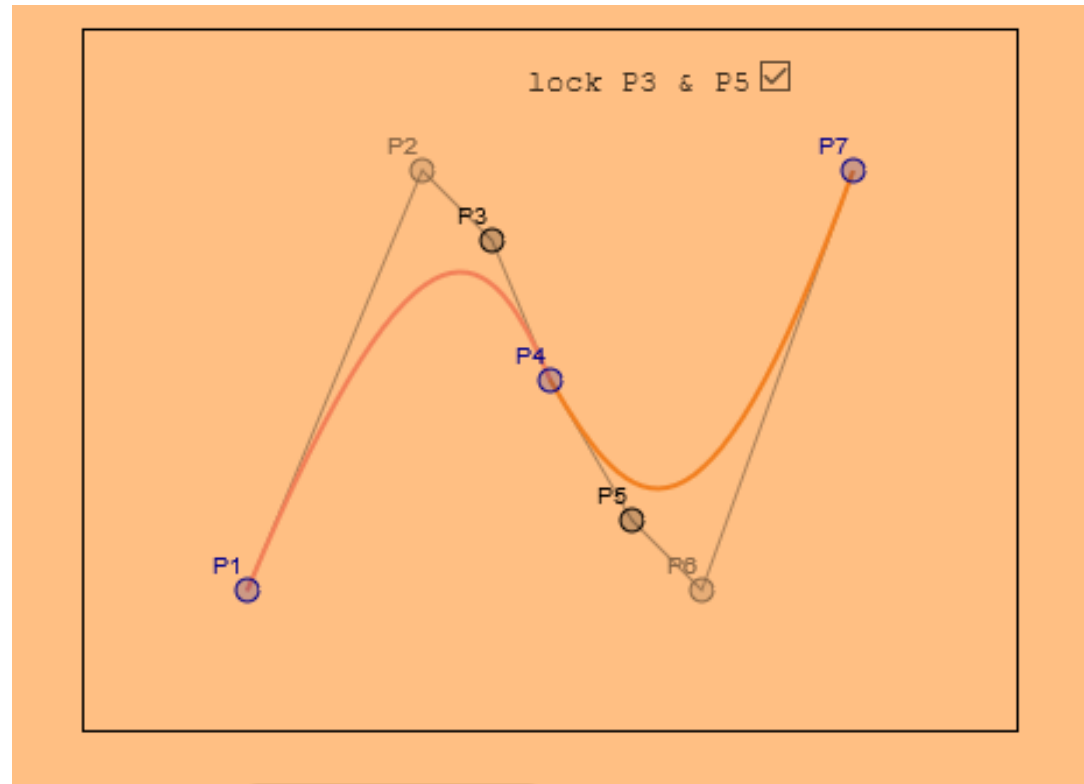
Motivation

Figure 3: Bezier and points of control
(source : https://webglfundamentals.org/webgl/lessons/webgl-3d-geometry-lathe.html)

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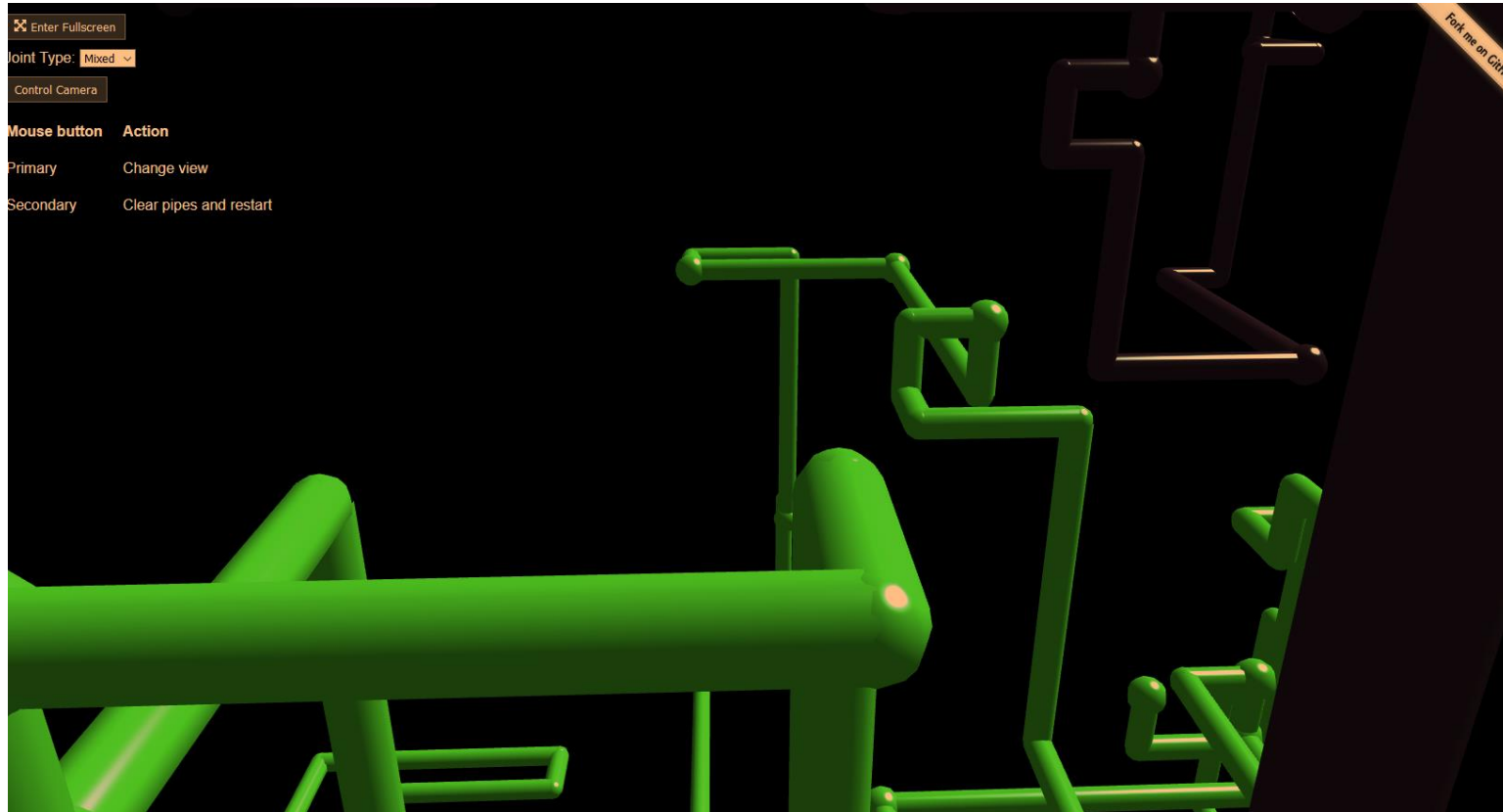
Figure 4: WebGL screen saver
(source : https://1j01.github.io/pipes/)

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Contribution

Figure 5: My screen saver

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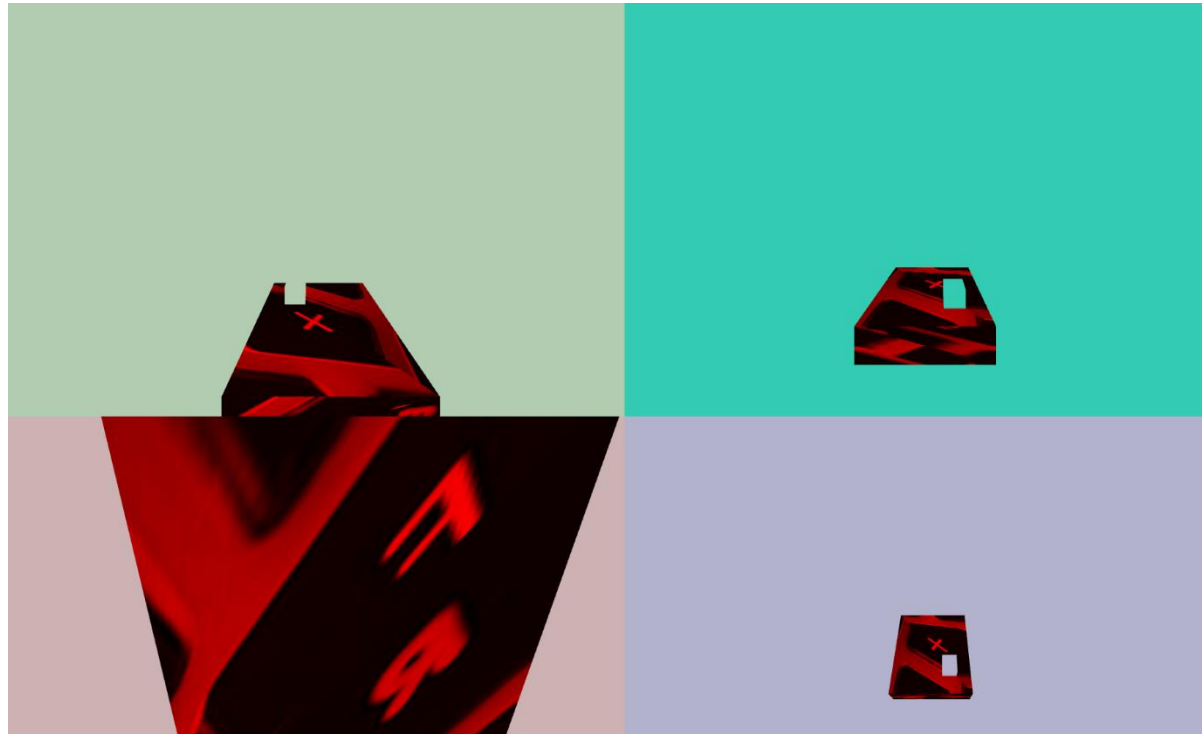
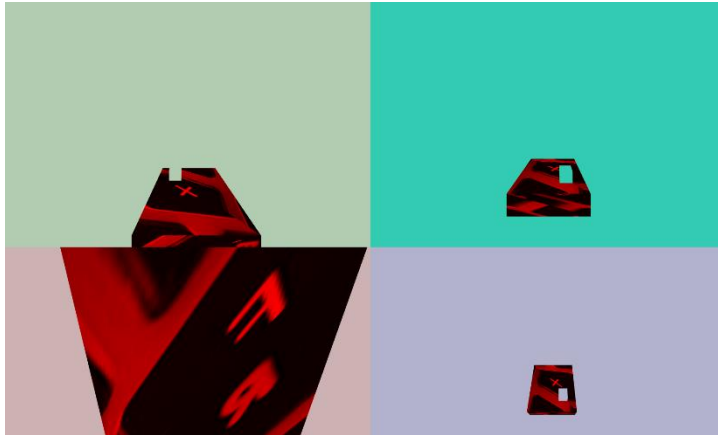# A WebGL screensaver using random cubic Bezier curves

Contribution

Figure 5: My screen saver

- Random curves

- One curve follows the previous one

- 4 points of views

- 2 objects following different curves

- Textures and colours

- Bash file for auto launch and F11 (screen saver mode)

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