

Physically-based Simulation in Computer Graphics

Project Plan: Paintball shot

Kevin Wallimann, Andri Schmidt, Marc Maetz

Berhard Thomaszewski,
Amit Bermano
Disney Research Zurich

Barbara Solenthaler
CGL ETH Zürich

28. Oktober 2013

FIRST PHASE: INTRODUCTION

date	goal
06.11	Start project
13.11	Ball, before collision,Framework, GLUT, OpenGL
20.11	Particle-based fluid simulation
27.11	Mid-project milestone presentation
04.12	
11.12	
18.12	Projects due

Tabelle 0.1: Timeline