

Simulation of paintball shot

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- 1 Introduction
- 2 Simulation content
- 3 Implementation
- 4 Conclusion

- Initial project idea: Paintball shot on wall
- Final result: Paintball shot on simple objects

Video

- SPH solver
- collision handling

- C++ 11
 - eigen
- OpenGL
 - glsl
 - glm

What we learned

- OpenGL

What we would do different

- Start collision handling earlier