Simulation of paintball shot

A project by Kevin Wallimann, Andri Schmidt and Marc Maetz

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Inspiration
Expected challenges

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

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Video

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Expected challenges

- OpenGL
  - showing simple objects
- SPH solver
  - time to make it work as expected

Approach

- SPH solver
- collision handling

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

What we learned

- OpenGL

What we would do different

- Start collision handling earlier