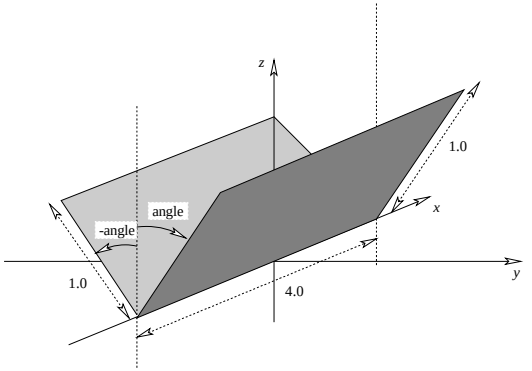
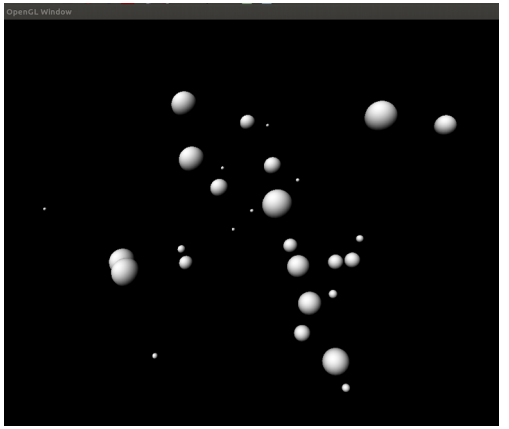
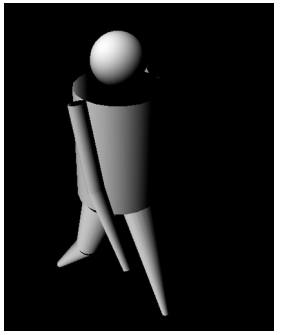
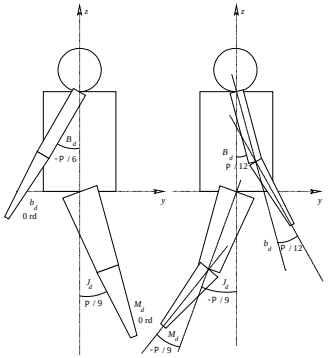
TD & projet informatique graphique

- **TD1**: primitives OpenGL, couleur, animation, interaction
- **TD2**: scènes à objets multiples, collisions, comportements
- **TD3**: corps rigides articulés, locomotion, maillage sphère et cylindre
- **TD4**: finition & projet

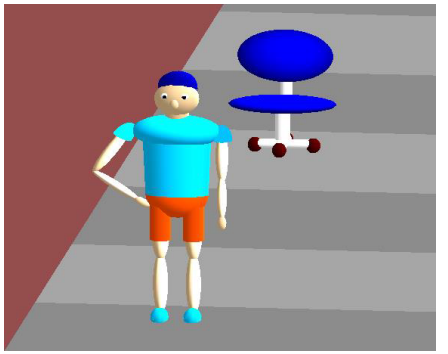
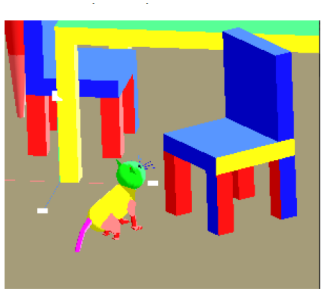
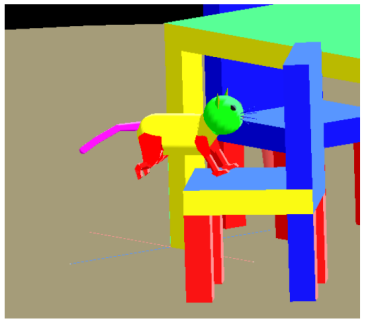
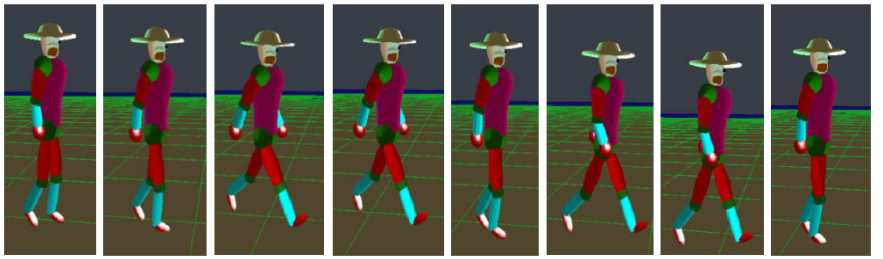








TD & projet informatique graphique

Projet personnel

- Avancement technologique
- Programmation de qualité
- Originalité et créativité
- Projet adapté à vos compétences