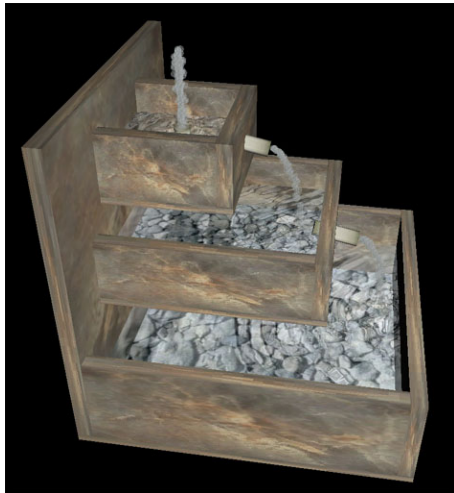# kitschiges
Jet d'eau de Genève [©]
für Badewanne

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June 27, 2005

Implementation

- Water surfaces
  - Based on the file WaterSurfaceKit.c that comes along with Coin3D.
  - Many modifications have been made (e.g. implementation of scaling).
- Water jet and waterfalls
  - Particle system
  - 250 particles (spheres) that are generated only at the beginning and then reused.
  - For the water jet, we faked Lennard-Jones in order to keep real-time execution.
  - The waterfalls' velocity depends on the height of the water surface.

Usage and possible improvements

- Usage
  - By clicking on the water surfaces, you can make waves.
  - By pressing 'j', you can stop and relaunch the water jet.

- Possible improvements for version 2.0
  - A Viagra$^{©}$ mode
  - ...