

Visualisation de molécules 3D par quantification vectorielle

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projet objet encadré par Vincent Ricordel

Plan

I – Les enjeux

II – Le principe

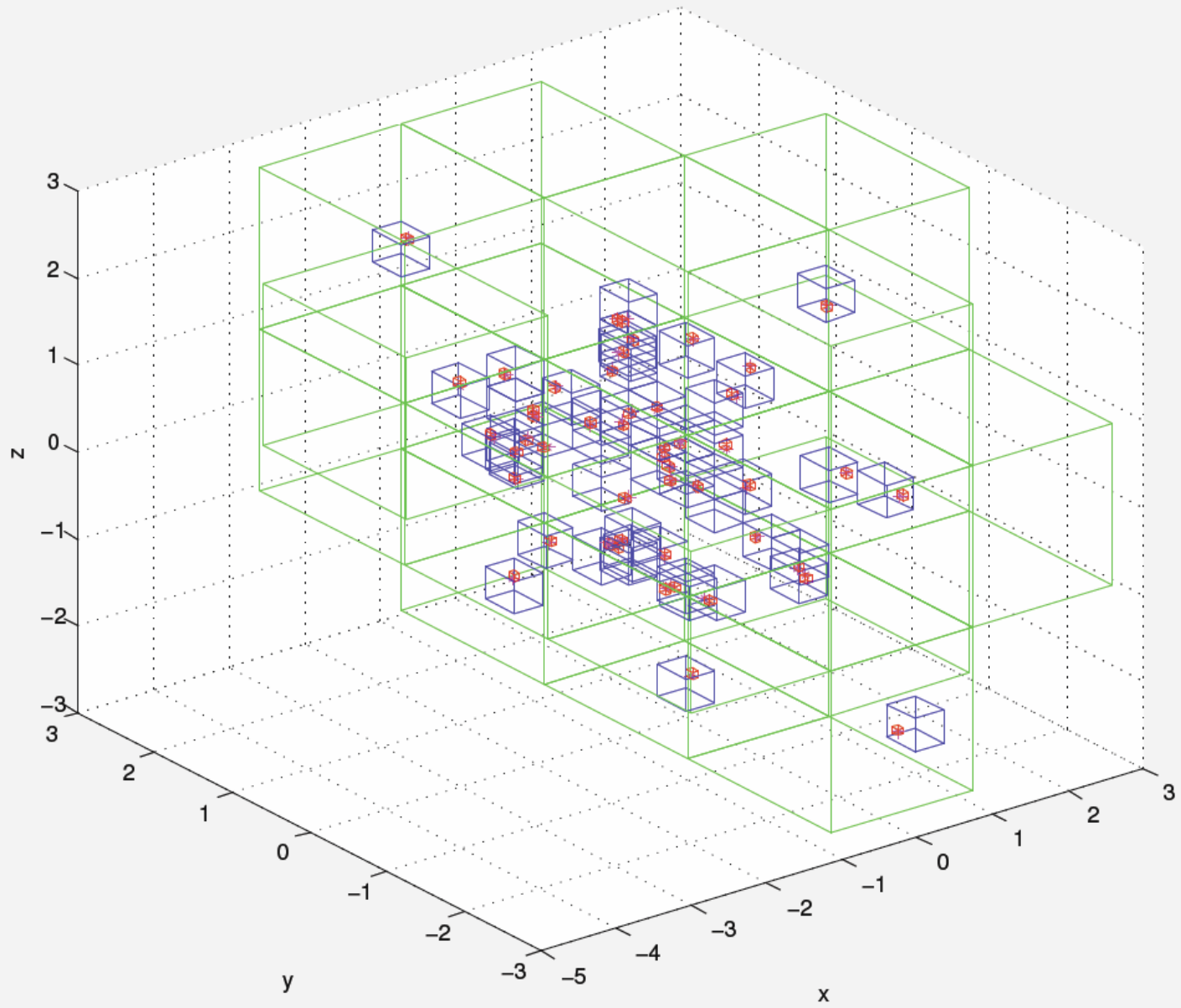
III – La conception

IV – Démonstration

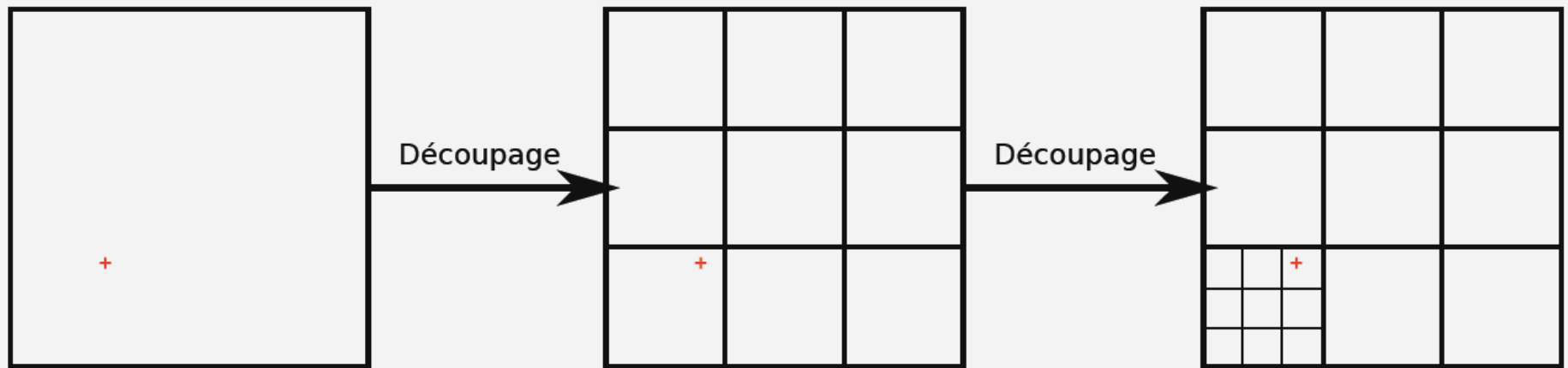
I – Les enjeux

- Pour un échantillon de points dans l'espace
- Associer chaque point à un sous-espace
- Recommencer dans ce sous-espace

Voronoi : Cube – Reseau : D3



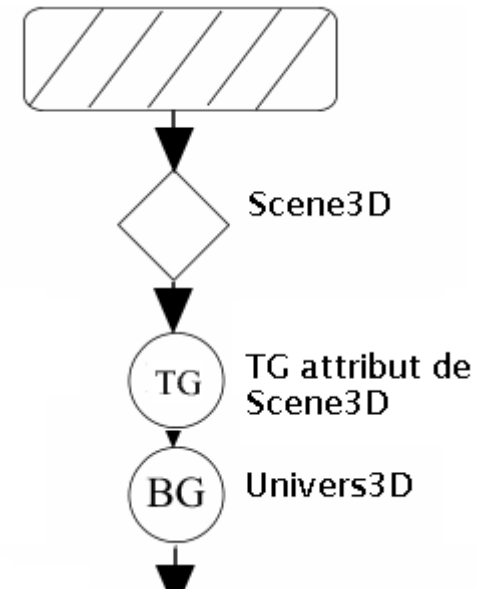
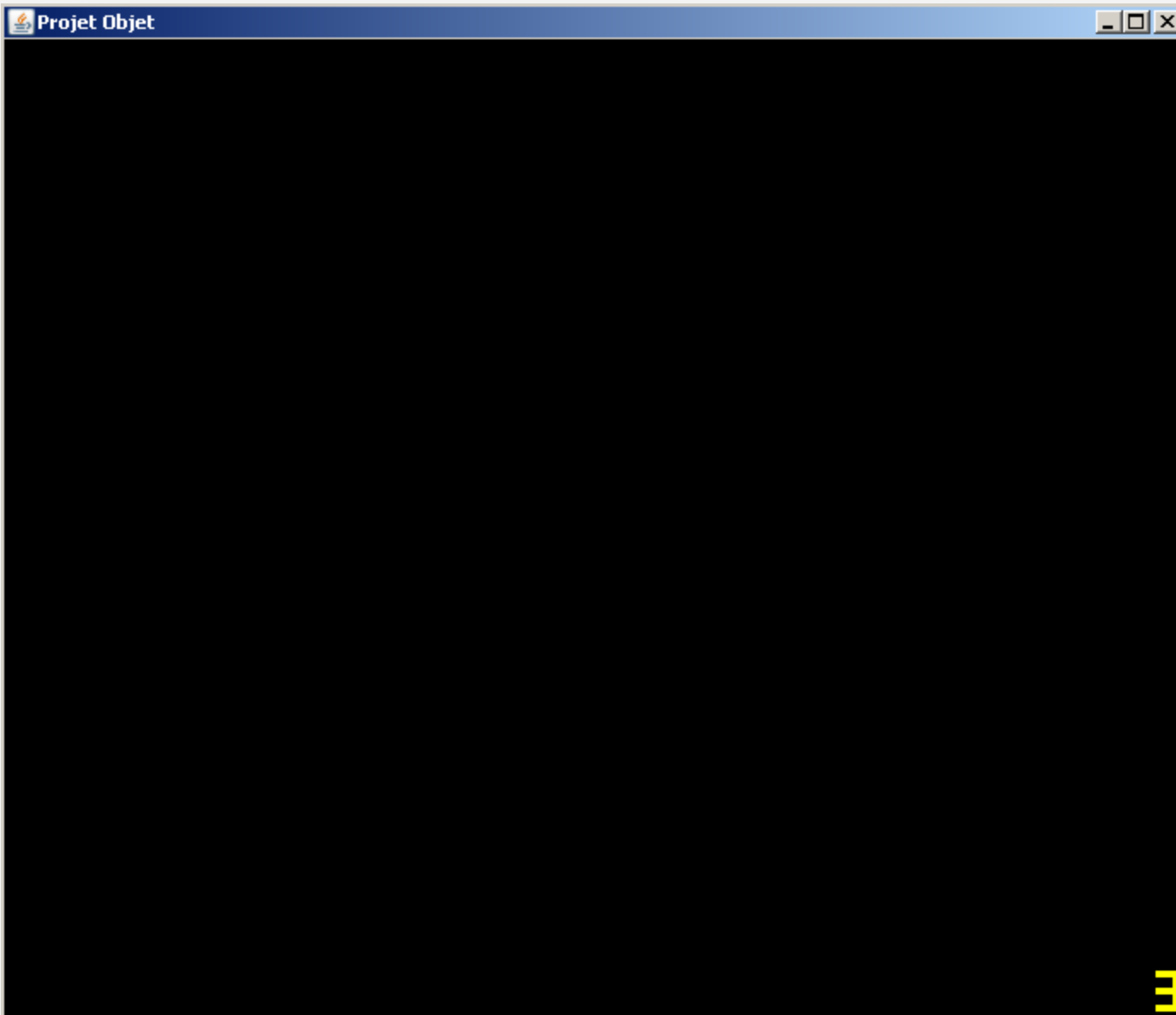
II – Le principe

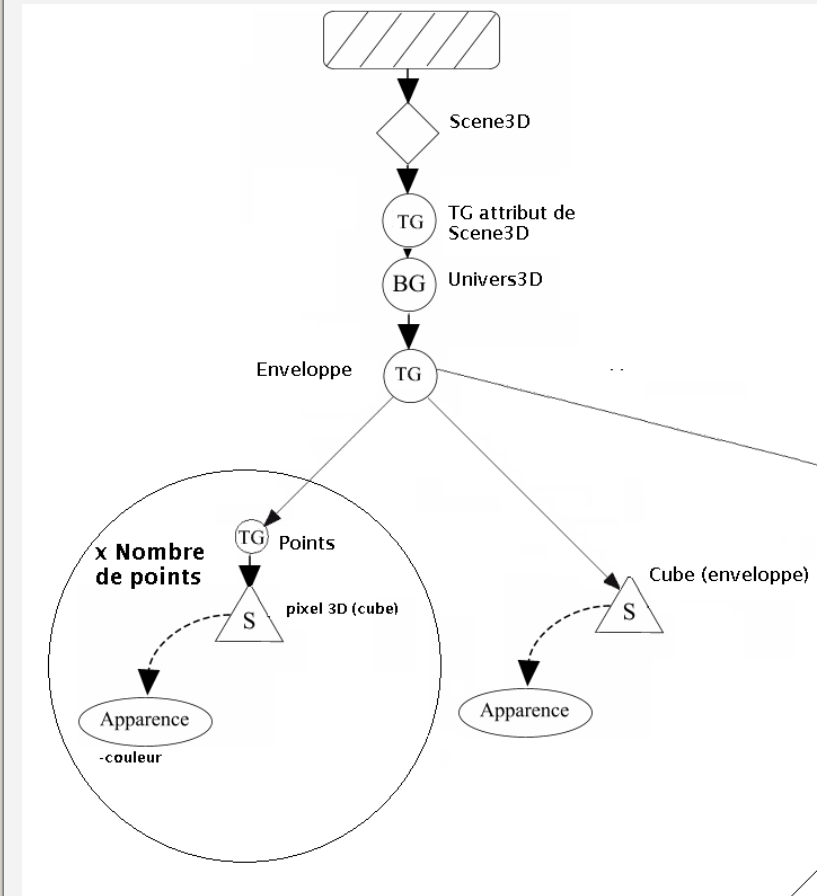
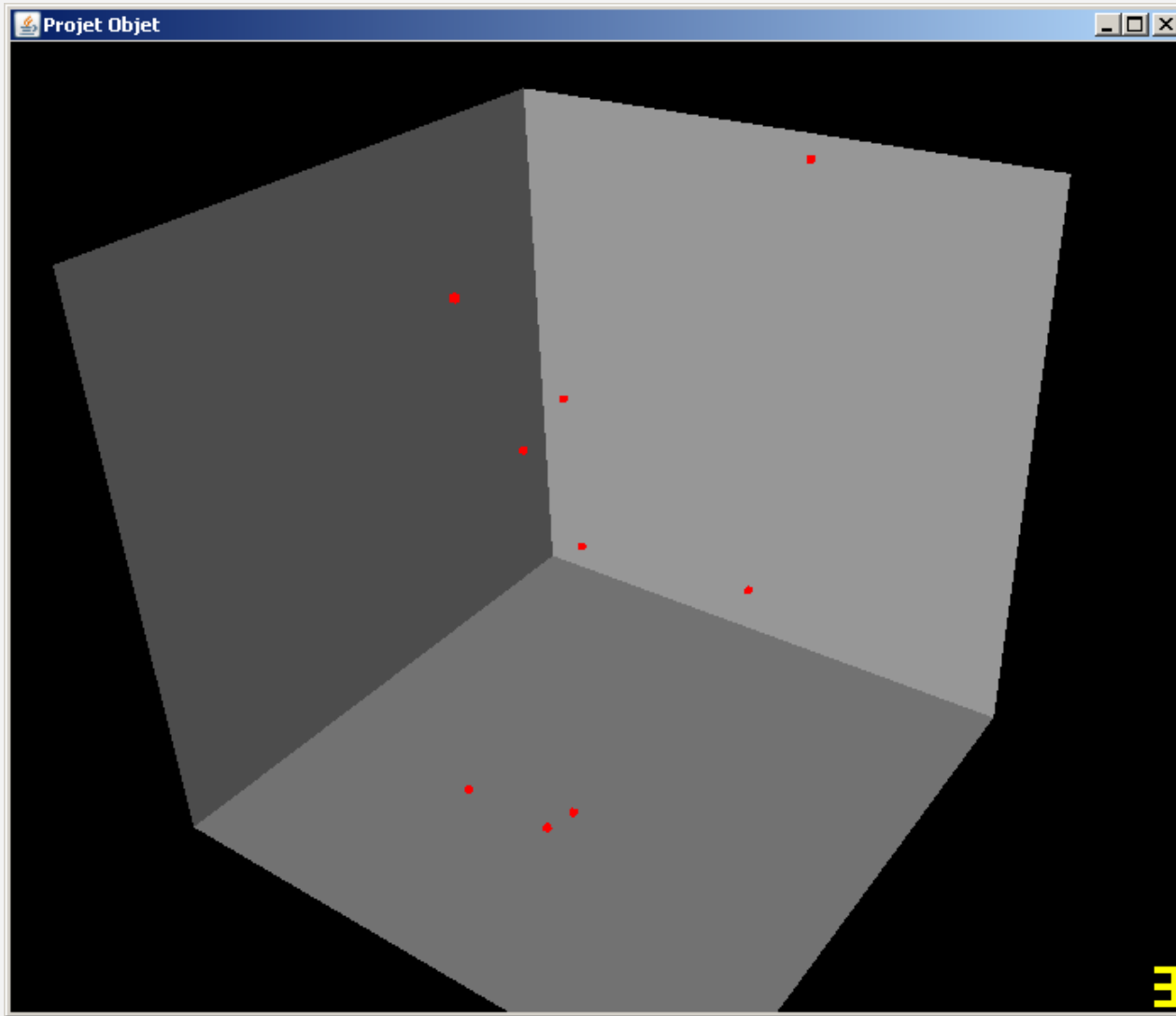


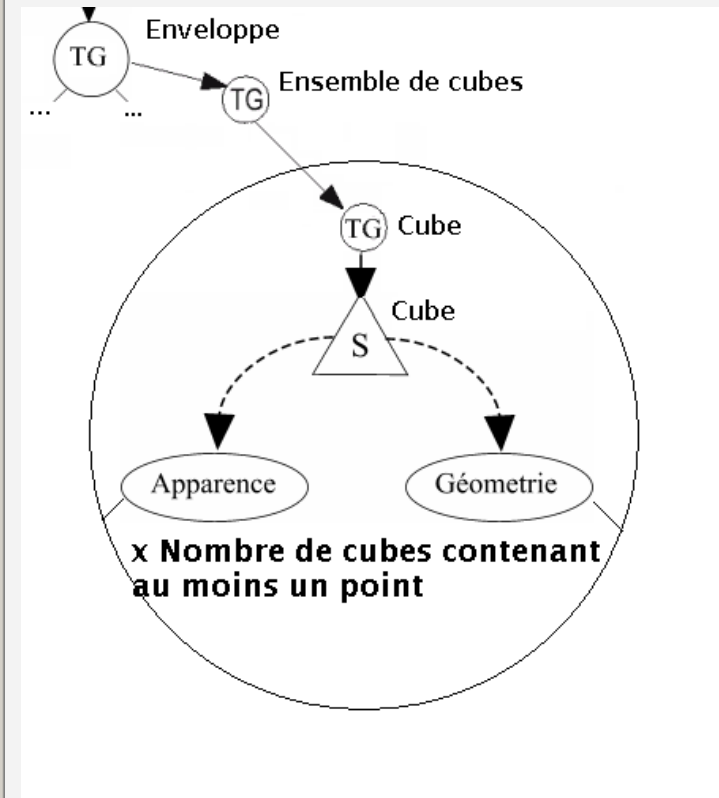
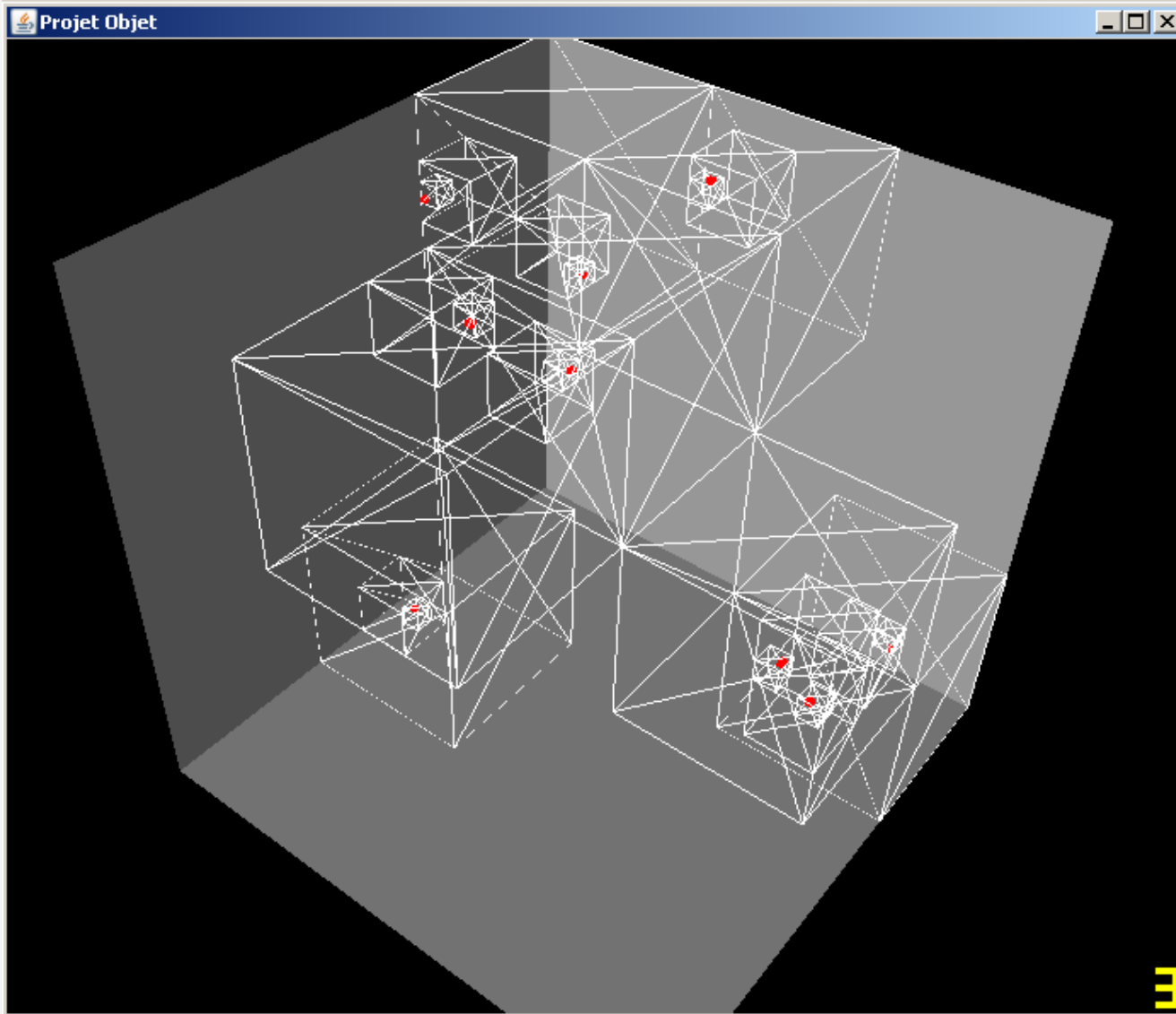
Principe du découpage sur un plan 2D en Voronoï

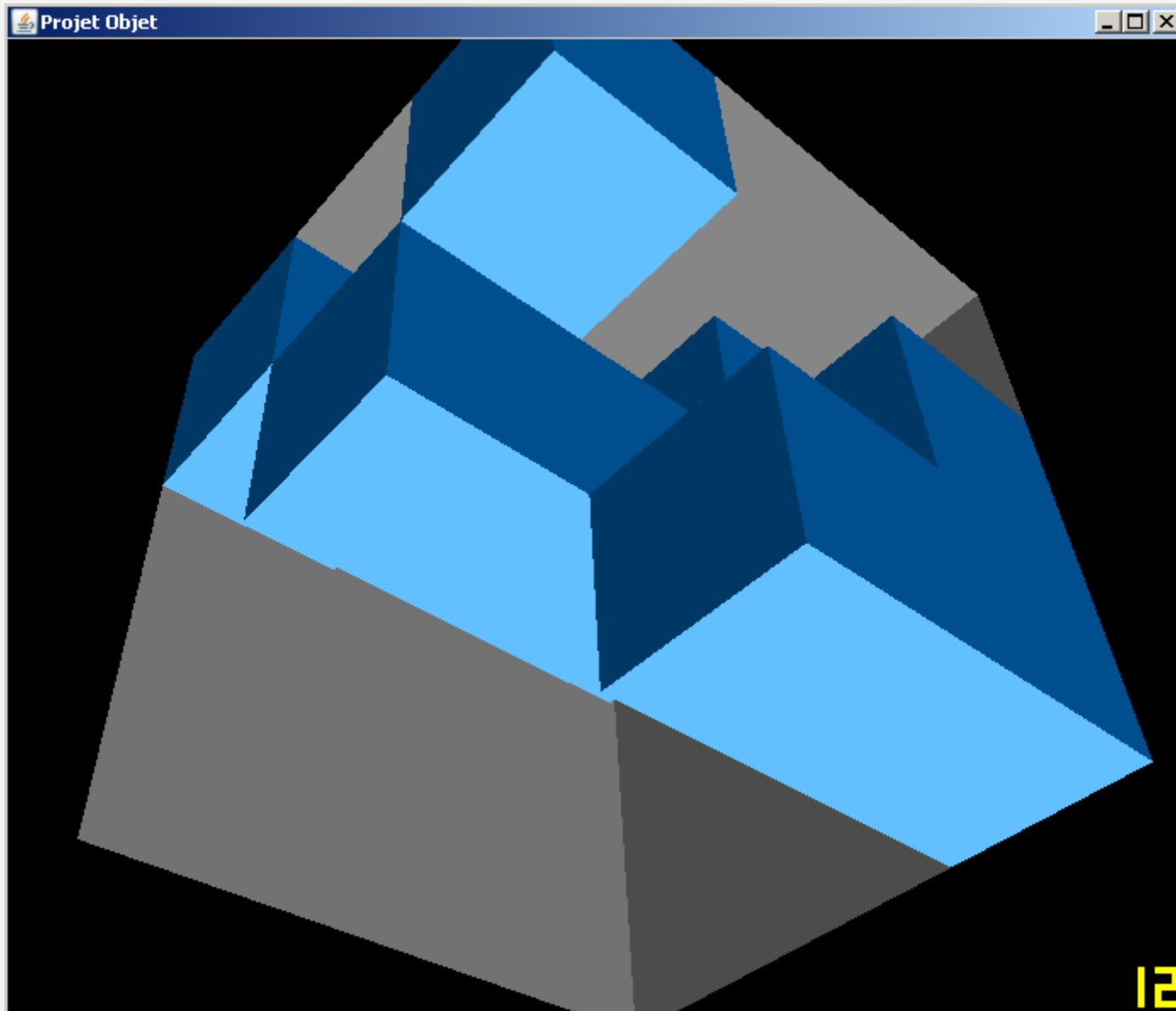
III – La conception

a) L'architecture des objets 3D





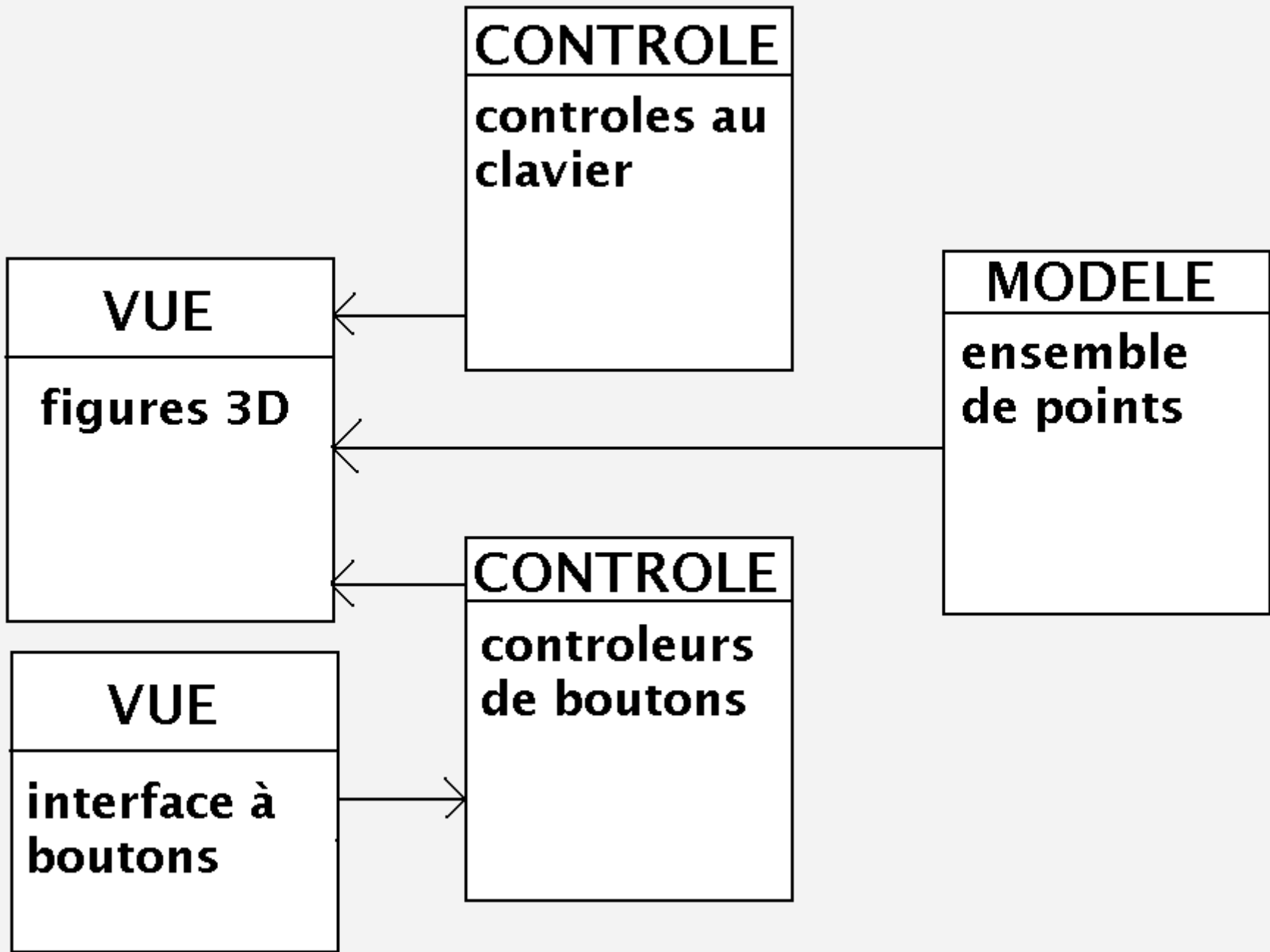




Rendu opaque : utilisation de la technologie OpenGL

III – La conception

b) La modélisation



IV – Démonstration