

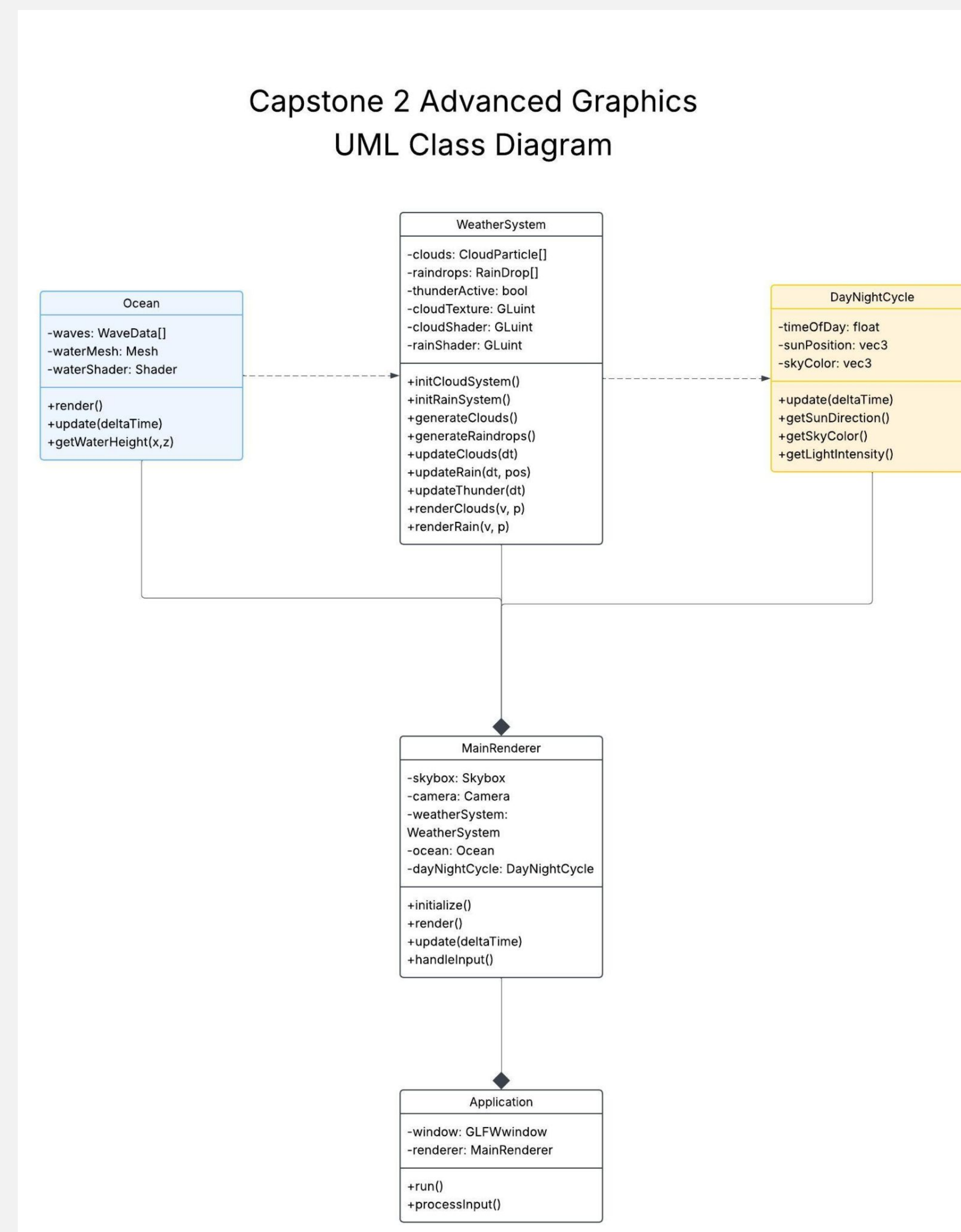
FIU
Knight Foundation
School of Computing
and Information Sciences

Advanced Computer Graphics

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Simulating oceans states with realism and high fidelity while maintaining a stable frame rate is difficult with traditional methods such as Gerstner Waves. In this project with the help of the Fourier Transform we were able to simulate realistic states of the ocean with a stable frame rate.

OBJECT DESIGN

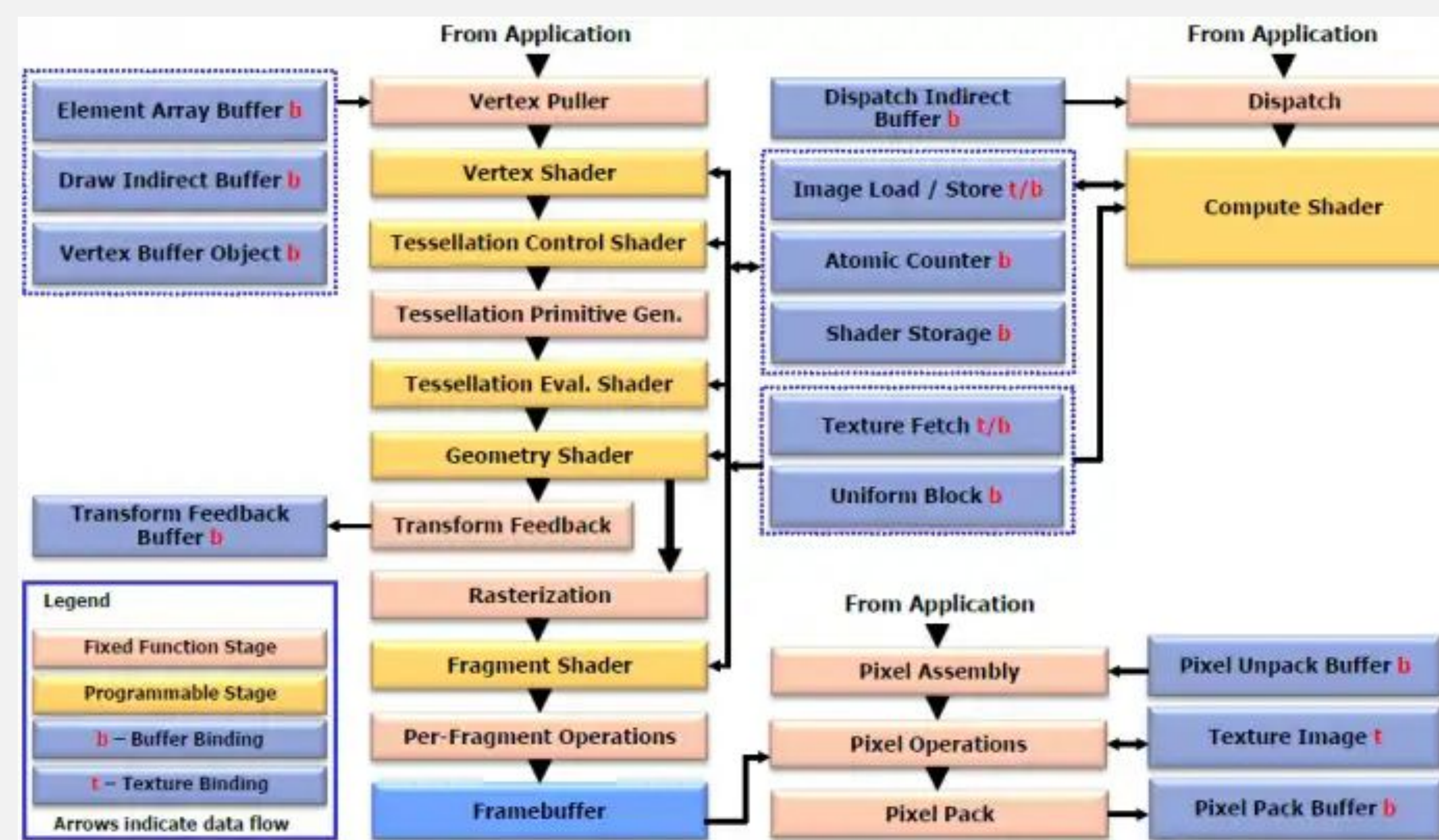


REQUIREMENTS

Recommended Specs may work with a less powerful set up

- A High End GPU NVIDIA RTX 3060
- 6-core CPU
- RAM 16 GB DDR4
- VRAM 6–8 GB

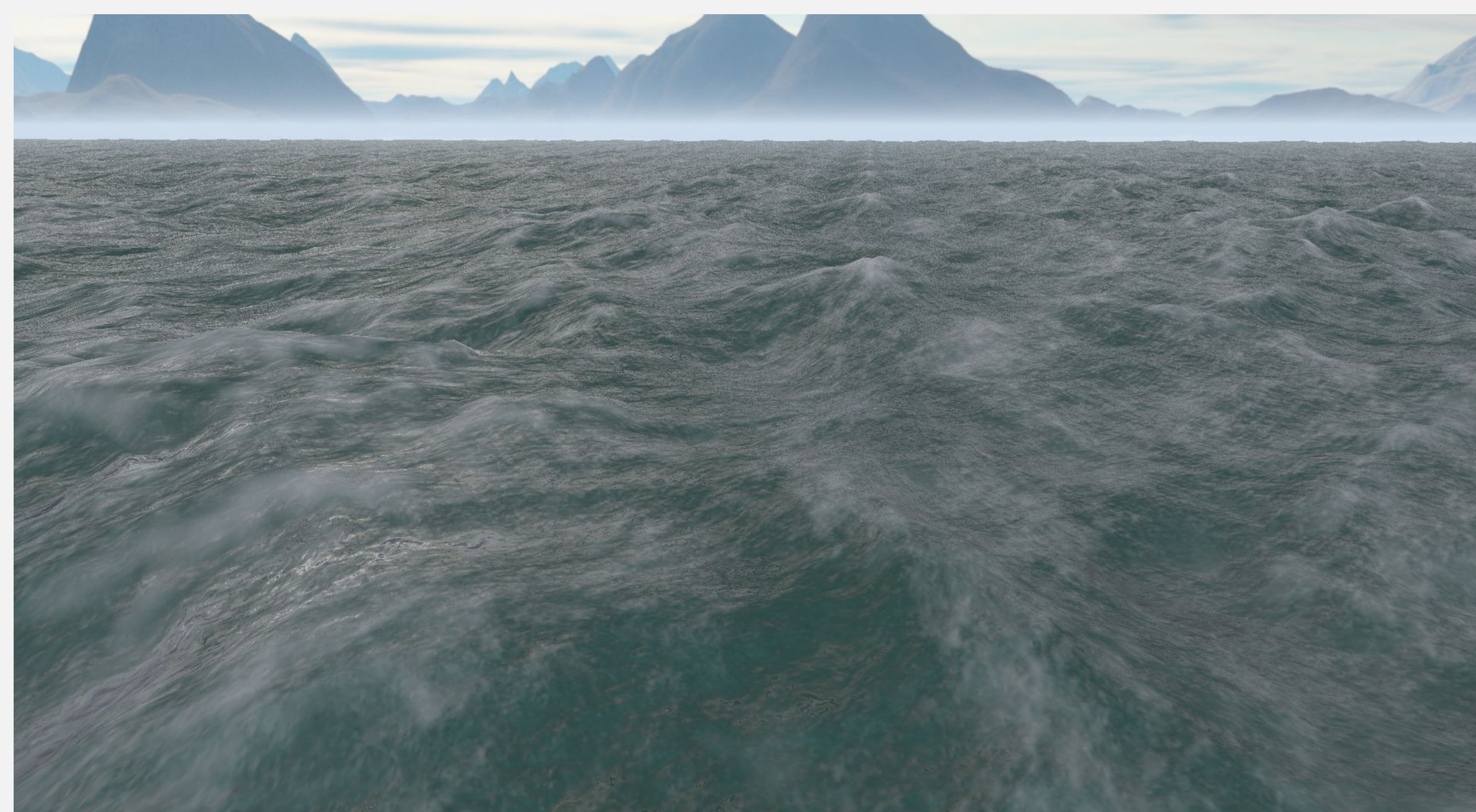
SYSTEM DESIGN



IMPLEMENTATION



VERIFICATION



SUMMARY

Our project simulates the ocean in real time while the user can interact in real time with different set of parameters that can change simulation in a variety of ways.

REFERENCES

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