A closer look at some examples from the grogra.de gallery

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International Summer School "Modelling and Simulation with GroIMP" Göttingen



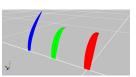




Modelling 3D-leaves

• Main organ for interaction with the environment

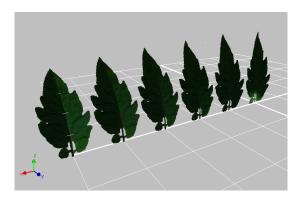






3D-leaf of facets

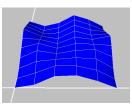
Location: Gallery/Technics/leafFacets.gsz



3D-leaf patch

 $Location: \ Gallery/Technics/leafHeightField.gsz$

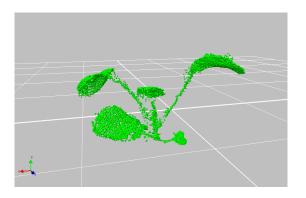






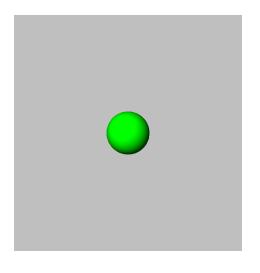
Load data Demo

Location: Gallery/Technics/OpenFileDemo.gsz



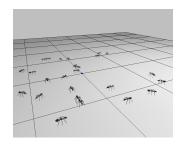
Write data demo

Location: Gallery/Technics/print_in_file1.gsz



Making a Animation

Location: Gallery/Technics/antMovie.gsz



Making an film sequence:

- ffmpeg: ffmpeg -r 3 -i *.png -b 2000000 output.avi
- mencoder: mencoder "mf://*.png" -mf fps=25 -o output.avi -ovc lavc -lavcopts vcodec=mpeg4

Making an animated GIF image:

ImageMagick: convert -delay 20 -loop 0 *.png output.gif

Billboarding

 $Location: \ Gallery/Technics/billboarding.gsz$

