**Project Title:**

Illuminated, Physically Based 3D Ocean

**Abstract:**

Design and implement a *Illuminated & Physically Radiometric Ocean* with all kinds of cool features like collision response, dynamic waves and radiometric response.

In this project you will be able to use your knowledge to implement:

**Topics:**

- Fast 3D Wave Generation
- Proper Water Lighting and Reflections
- Interactions with Coastlines
- Buoyancy Effects
- Spray and Foam
- Ship Wakes, Rotor Wash, Impacts
- Swells
- Decal Textures
- Temperature Maps
- Emissivity Maps

The project is done in cooperation with RAFAEL Advanced Defense Systems LTD.

**Advisor:**

Miri Ben Chen