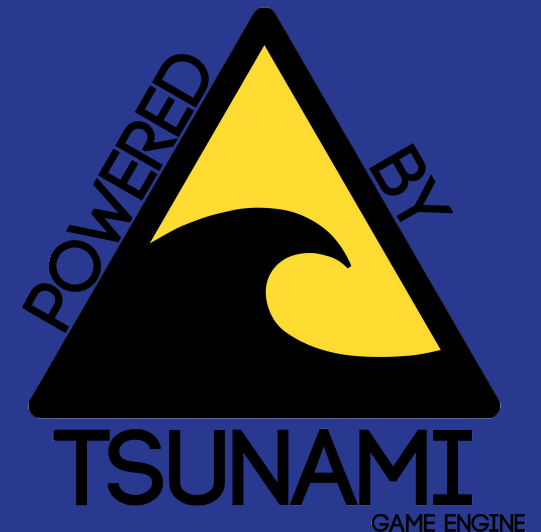


# Icewave - Alpha Release Presentation

Lorenzo La Spina, Lukas Prantl, Tobias Weiher



A stylized graphic of a surfing simulation. The background features a blue ocean with white-capped waves. In the foreground, there are two surfboards. The top surfboard is yellow and green with the text 'SURFING SIMULATION'. The bottom surfboard is pink and blue with the text 'PHYSICALLY BASED WATER TURBULENT LIQUID RENDERING'. On the left, an orange bullseye contains the text 'BIG IDEA BULLSEYE'.

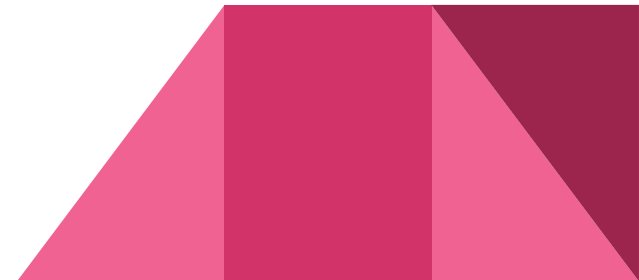
# SURFING SIMULATION

PHYSICALLY BASED WATER  
TURBULENT LIQUID RENDERING

**BIG  
IDEA  
BULLSEYE**

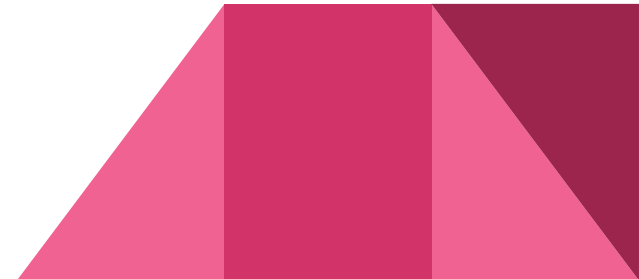
# Desired Target

- Tsunami Game Engine
  - Animation Support
  - Reinforcing Rendering Architecture
  
- Graphics
  - BRDF
  - HDR
  - Layered Materials



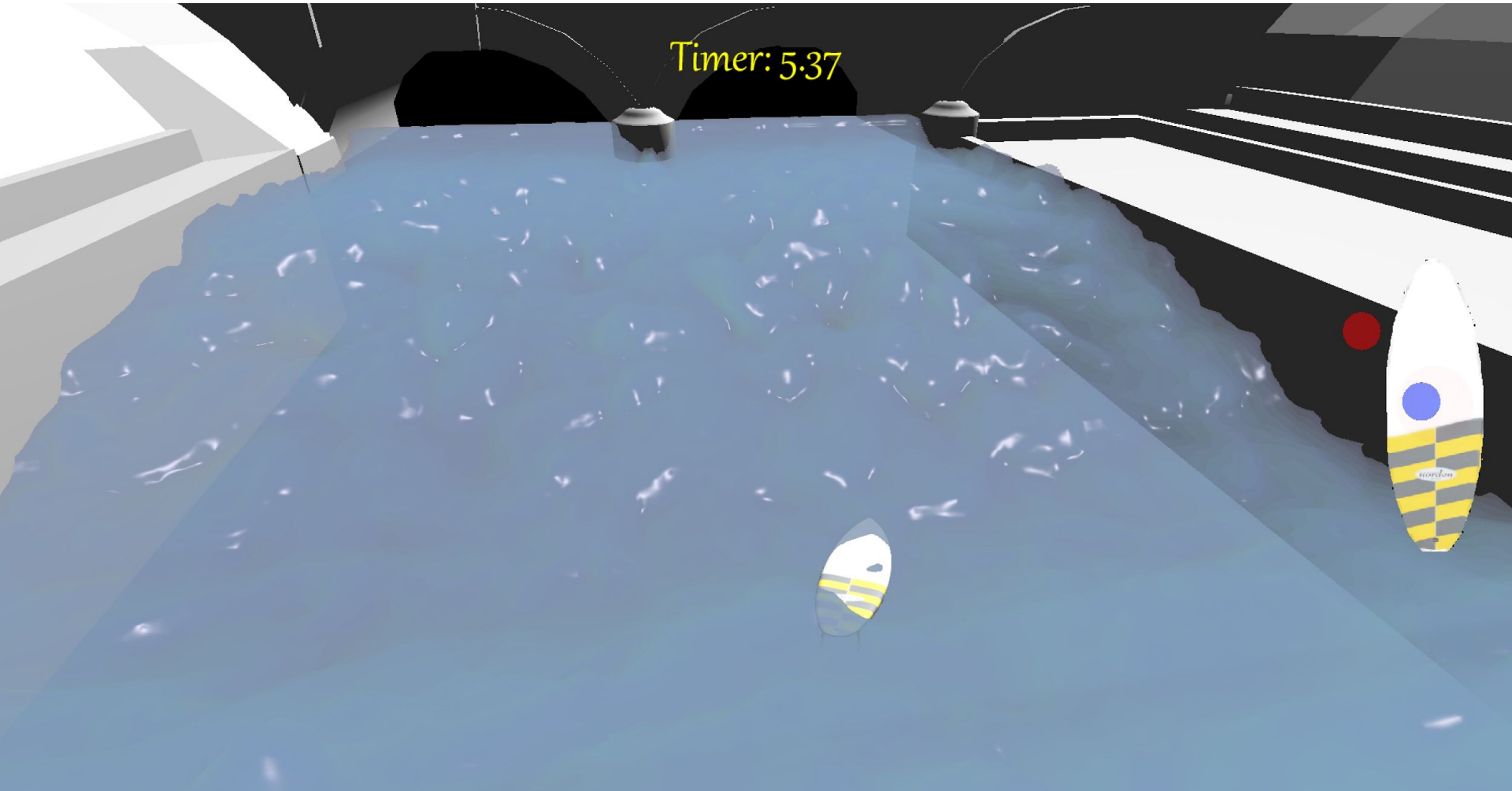
# Desired Target

- Physics
  - Particle Pipeline
  - Surfboard Stabilisation
- Input
  - Smartphone Integration
  - NetworkManager



# Solution 3 weeks ago

Work in Progress



# Solution 1 week ago

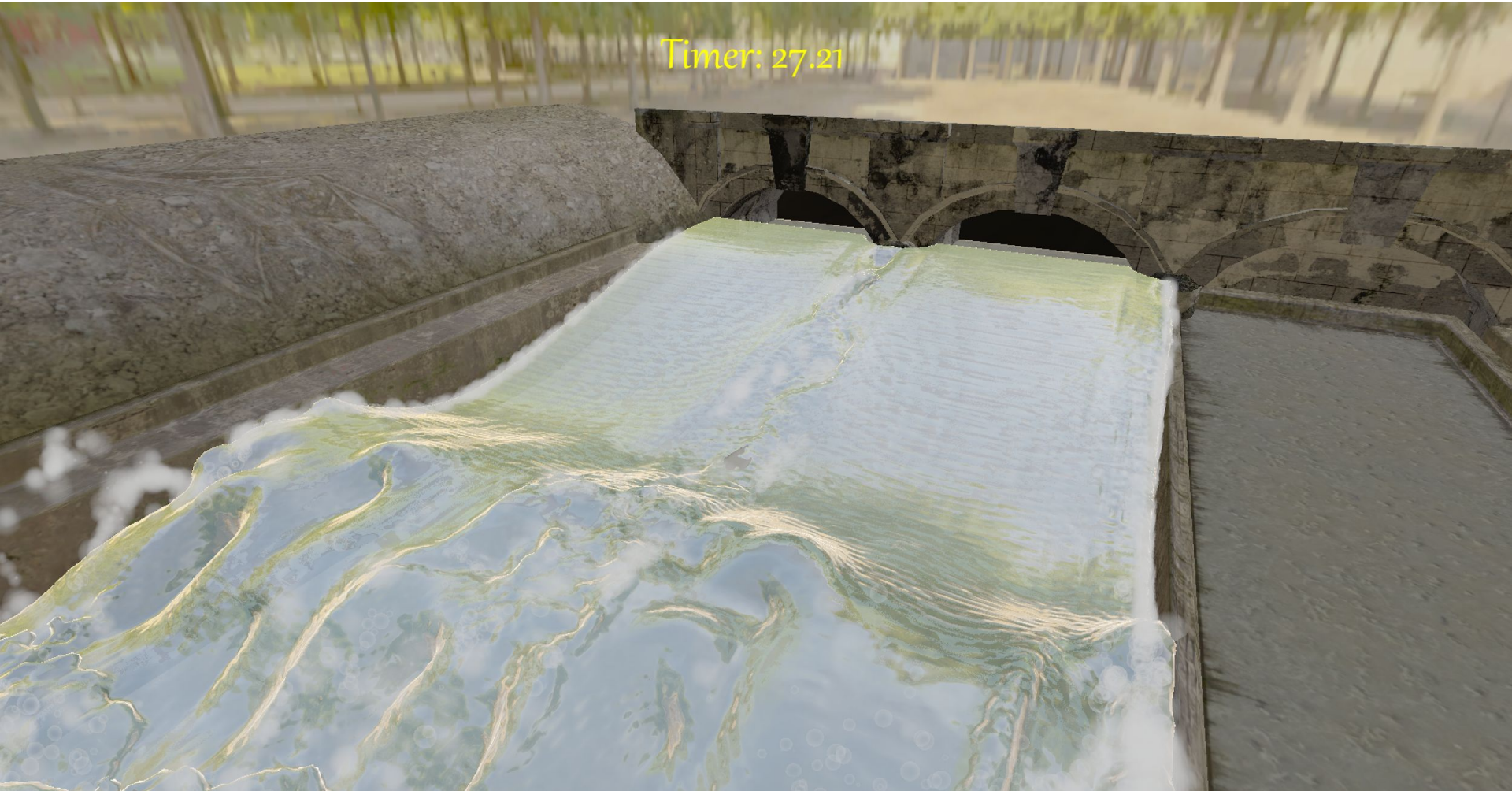
Work in Progress





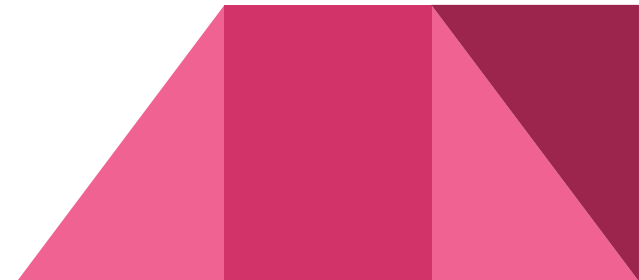
# Current Solution

Work in Progress



# Challenges

- Input via Smartphone
  - Create an Android App without previous knowledge
  - Communication integration (via Network, Client/Server)
- Getting Engine stable to support Gameplay
  - Lots of problems to solve when integrating something from scratch
  - Engine needs to work to build advanced gameplay elements
  - Foundation needs to be constructed first, which delays gameplay integration





Thank you!

Questions?

