KP Computergraphik und Visualisierung II Sommersemester 2020

Team Project VR Mesh View (C++, OpenGL, OpenVR)

Goal: Extend `mesh_view` to VR

Tasks/Groups:
- **Ray-mesh intersection** based on acceleration data structure
- **Measurement** of distance, area and volume
- **One- and two-handed** interactions to manipulate meshes and to construct planes, spheres and further objects
- **Mesh editing:** manipulate vertex attributes and tessellation
- **CSG operations** based on BSP-tree
- **Collision** guided interaction
- **Animate** meshes by trajectory brushing

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