Realistic rendering, animation and real-time publishing of very large nature scenes (landscapes, clouds, atmospheres, oceans...) ranging in size up to the entire planet.

Technological barriers:
Real-time and multi-scale rendering

Possible fields of application:
Simulators, planetariums, virtual planets, games, etc.

Language, standard, environment:
C++, OpenGL. Windows and Linux

Keywords:
3D, real-time, realistic rendering, masses of data, terrain, atmosphere, ocean

Licence:
proprietary code