

COMENIUS UNIVERSITY, BRATISLAVA
FACULTY OF MATHEMATICS, PHYSICS AND INFORMATICS

MY THESIS
(BACHELOR/MASTER THESIS)



9.1.1 MATHEMATICS: COMPUTER GRAPHICS AND GEOMETRY
DEPARTMENT OF ALGEBRA, GEOMETRY AND DIDACTICS OF MATHEMATICS
FACULTY OF MATHEMATICS, PHYSICS AND INFORMATICS
COMENIUS UNIVERSITY, BRATISLAVA

MY THESIS

(Bachelor/Master Thesis)

JOHNY CARROT

I hereby declare I wrote this thesis by myself, only with the help of referenced literature, under the careful supervision of my thesis supervisor.

.....

I would like to thank my supervisor doc. RNDr. ..., PhD. for his great help, advices and supervising.

Abstract

In my work ...

KEYWORDS: Procedural modeling, Animation

Abstrakt

V mojej práci sa zaoberám...

KĽÚČOVÉ SLOVÁ: Procedurálne modelovanie, Animácia

List of Figures

1.1 Text pod obrazkom 2

Contents

1	Introduction	1
1.1	Podsekcja	1
	Bibliography	3

1

Introduction

Citacia: [HB06].

Poznamka pod ciarou: ¹

Odkaz na kapitoly/obrazky: kapitoly 1 , sekcie 1.1

Odrazky:

- prva
- druha

Obrazok

A toto vidime na obrazku Fig. 1.1.

1.1 Podsekcia

Rovnice:

¹poznamka pod ciarou

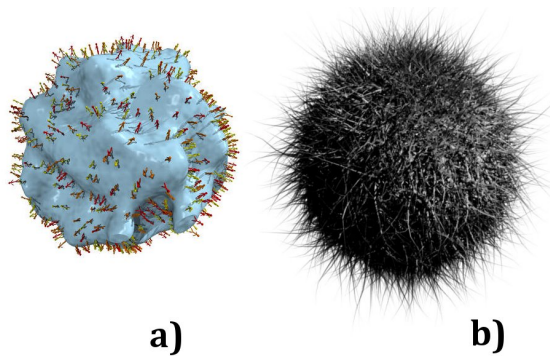


Figure 1.1: Text pod obrazkom

$$\begin{aligned}
 I_1 &= (x^4yz, x^3z) = (x^4, x^3) \cap (x^4, z) \cap (y, x^3) \cap (y, z) \cap (z, x^3) \cap (z, z) \\
 &= (x^3) \cap (z)
 \end{aligned}$$

$$I = (x^5, x^3) \cap (x^5, z) = (x^3) \cap (x^5, z)$$

$$rad(I) = (x) \cap (x, z)$$

$$I = (u^2vwyz, wx^3y^3, uxy^7z, y^3z, uwx^3y^3z^2) \subseteq k[u, v, w, x, y, z]$$

$$\frac{1}{2}$$

Zatvorky: $M = \{1, 2\}, \{1, 4\}, \{1, 2, 3\}, \dots$

Bibliography

- [HB06] Christopher Hartman and Bedrich Benes. Autonomous boids. *Computer Animation and Virtual Worlds*, 17(3-4):199–206, July 2006.
- [LM03] Timothy J. Lightfoot and George J. Milne. Modelling emergent crowd behaviour. In *Proceedings of the 1st Australian Conference on Artificial Life (ACAL 03)*, pages 159–169, 2003.
- [Nyg07] Martin Nygren. *Simulation of Human Behavior in Stressful Crowd Situations*. PhD thesis, Royal Institute of Technology, Stockholm, Sweden, 2007.
- [RBB97] Ravi Ramamoorthi, Cindy Ball, and Alan H. Barr. Dynamic splines with constraints for animation. Technical report, California Institute of Technology, Pasadena, CA, USA, 1997.
- [Ree83] William T. Reeves. Particle systems - a technique for modeling a class of fuzzy objects. *SIGGRAPH '83, ACM Transactions on Graphics*, 2:359–376, 1983.
- [SK96] Laszlo Szirmay-Kalos. *Theory of Three Dimensional Computer Graphics*. Akademiai Kiado, Budapest, 1996.
- [Wit97] Andrew Witkin. An introduction to physically based modeling: Particle system dynamics. *ACM Siggraph Course Notes*, 1997.