TUM

Forschungspraxis

"Pouring Liquids" dataset development

The student will develop different liquid characteristics using Nvidia Flex, will add different containers and particle collision checking system. In addition, a ground truth system to later use for robot teaching.

Reference:

https://developer.nvidia.com/flex

https://developer.nvidia.com/physx-sdk%20

Prerequisites

Strong Unity3D background

Familiar with Nvidia Physics and Nvidia Flex libraries.

Contact

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Advisors

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