Chair of Media Technology
TUM Department of Electrical and Computer Engineering
Technical University of Munich

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

edwin.babaians@tum.de

Advisors

Edwin Babaians