

Un système interactif pour le prototypage virtuel coopératif

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Résumé

Nous présentons dans ce mémoire l'étude et la réalisation d'un système interactif pour le prototypage coopératif de maquettes virtuelles. Ces travaux font usage de plusieurs technologies issues de milieux scientifiques variés ; la réalité virtuelle n'est elle pas à la croisée des chemins de nombreuses disciplines ? Notre objectif n'est pas de remplacer dès à présent un système de CAO par un système tel que celui que nous proposons dans ce mémoire. En effet, la puissance des machines ne permet pas encore la gestion d'objets virtuels avec une précision comparable à celle des outils de CAO. Certes notre système est intuitif et interactif mais il ne dispose pas d'assez de puissance machine pour rivaliser en précision avec de tels outils ; cette précision est pourtant nécessaire pour l'industrie. Cette évolution se fera, c'est sûr, mais il est pour l'instant plus raisonnable de voir la réalité virtuelle comme un complément de la CAO.

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