

# Résumé

## Tasks



## Models

Explicit Models

Particle Systems

Volumetric Textures

Cluster Model

Hair as a Fluid

Hair Modeling

effective  
- tedious to model  
- not suitable for knots and braids

inappropriate

effective  
- not suitable for long hair

effective  
- not suitable for simple smooth hair

Hair Animation

adequate  
- expensive due to size  
- inappropriate for hair-hair interaction

ad hoc  
- lacks physical basis  
- no hair-hair interaction

limited  
- via Animated Shape Perturbation

not done  
- via Animated Shape Perturbation

Hair Rendering

not done

