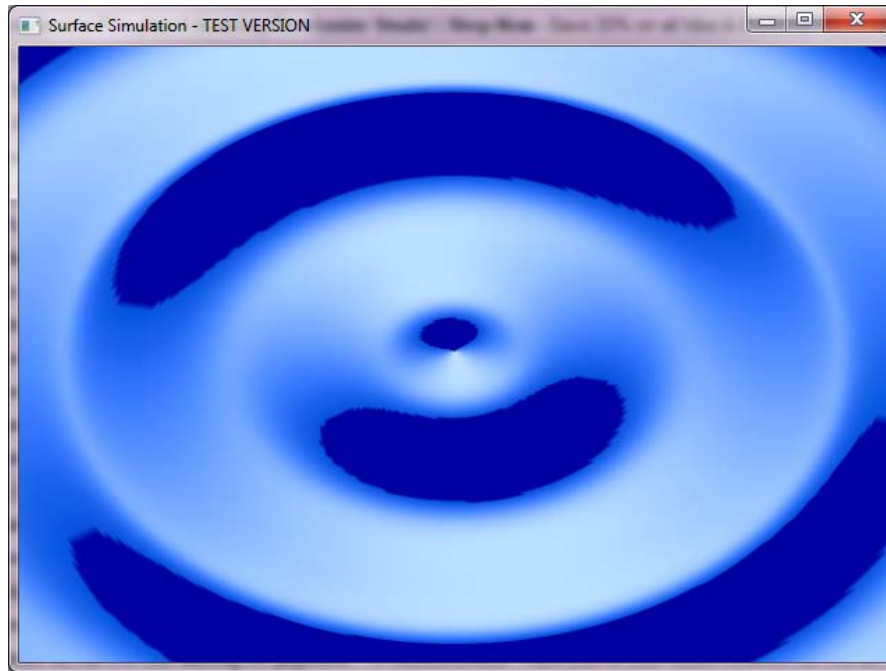


WATER SURFACE

By SeyedMorteza Mostajabodaveh

In this project water surface will be simulated using **COS** function.



Libraries that is used in this project:

- DirectX SDK

Packages used in this project:

- Visual Studio
- DirectX SDK

Files:

Water_Executable.rar	Contains an executable Version of project.
Water_Solution.rar	Contains the codes of the project. To build and run the solution, you need Visual Studio 2010.