

Wolf-Rayet evolution computations with realistic atmospheres

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Abstract

Massive stars evolution computations currently don't account for the complex physics of massive stars atmospheres. This physics has however been progressively included in stellar atmosphere simulations over the last decades. A proper inclusion of this physics is particularly important for Wolf-Rayet stars, as they possess extended atmospheres with thick winds which strongly impact their surface properties. In this talk I will present results of the inclusion of state-of-the-art model atmospheres in the evolution computations of massive Wolf-Rayet stars, and how it allows us to better explain observations of these stars.