

Stellar evolution models of massive stars using realistic atmospheres

ABSTRACT

Massive stars atmosphere models have become more and more realistic in the last decades, as non-LTE and non-gray effects, wind extension, and line-blanketing started to be accounted for. However these new models have never been used in evolution computations, and almost all massive stars evolution models still use the Eddington gray approximation. Meanwhile realistic atmosphere models have been included in the evolution computations of low- and intermediate-mass stars for multiple decades. I will present here the method we used to include realistic atmosphere models in stellar evolution computations along with some preliminary results.