

# Volumetric Real-Time Water and Foam Rendering

## **Requirements**

- Nvidia GeForce 8800 GTX or higher (developed on a GeForce GTX 280)
- GeForce Driver Release 196.21 or higher
- Windows XP 32-bit or Windows 7 64/32-bit

## **Controls**

F1 - show/hide statistics  
F5 - previous scene  
F6 - next scene  
r - reset physics simulation  
ENTER - enabled/disable fluid emitter  
BACKSPACE - freeze/unfreeze view frustum culling camera which is used for the water/foam rendering

Free fly camera

LEFT\_MOUSE\_BUTTON - Control look direction

w - Move forwards

s - Move backwards

a - Move left

d - Move right

SPACE + w - Move upwards

SPACE + s - Move downwards

(use i/j/k/l instead of w/a/s/d to move the camera with slower speed)

## **GUI**

The GUI on the lower left corner of the application window can be used to edit the simulation and rendering parameters.

## **Source**

To compile the source code you need the following SDKs:

- Nvidia Cg 2.0 January 2008
- Nvidia Physx SDK 2.8.1