Rasterization Liquids Code Demo
by Martin Guay

Visual Studio 2010, DirectX11.

Three simulations in three different classe found in project *GPULiquids*. They include: **a 3D liquid simuation**, **a 2D liquid simulation** and **a `Shallow Water' height field simulation**.

Press 'c' to change the simulation when the program is running.

Shaders are compiled as 'ps_4_0' by default, this is in the class Shader.cpp

3D Raycasting is turned off by default because I had bugs on some hardware. It can be turned on with the 'bool : m_bRayCast in GPULiquids.hpp'.

Splatting Radius is set manually in the shader (to 3 pixels radius), the number of slices in the geomtry shader has to modifed accordingly as well.

Have fun,

Martin Guay
martin.guay@inria.fr