

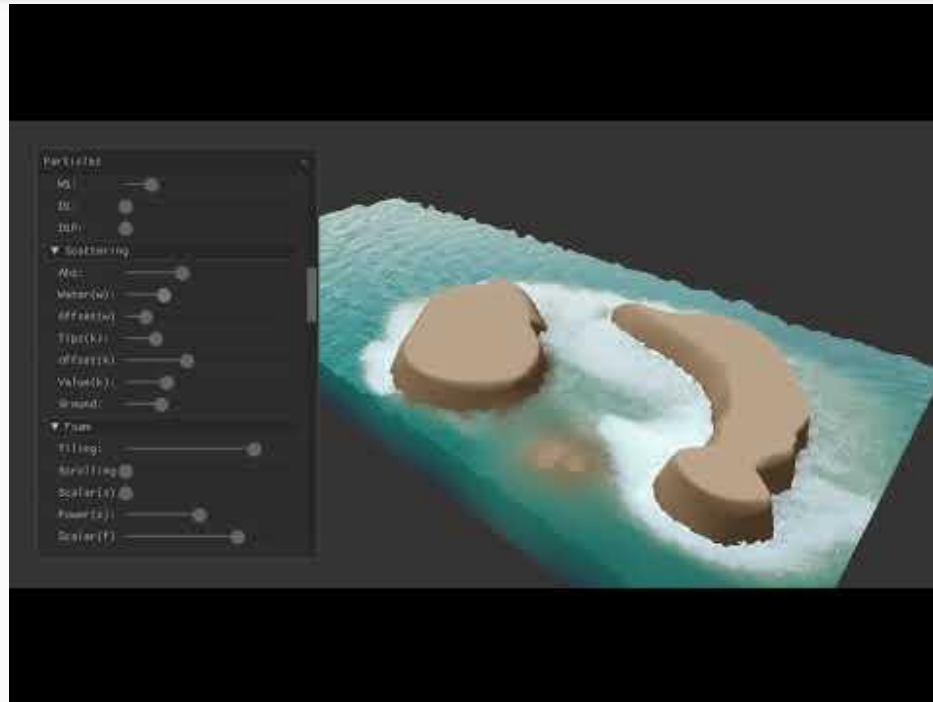
Wave Particles with Interactive Vortices

Milestone 1

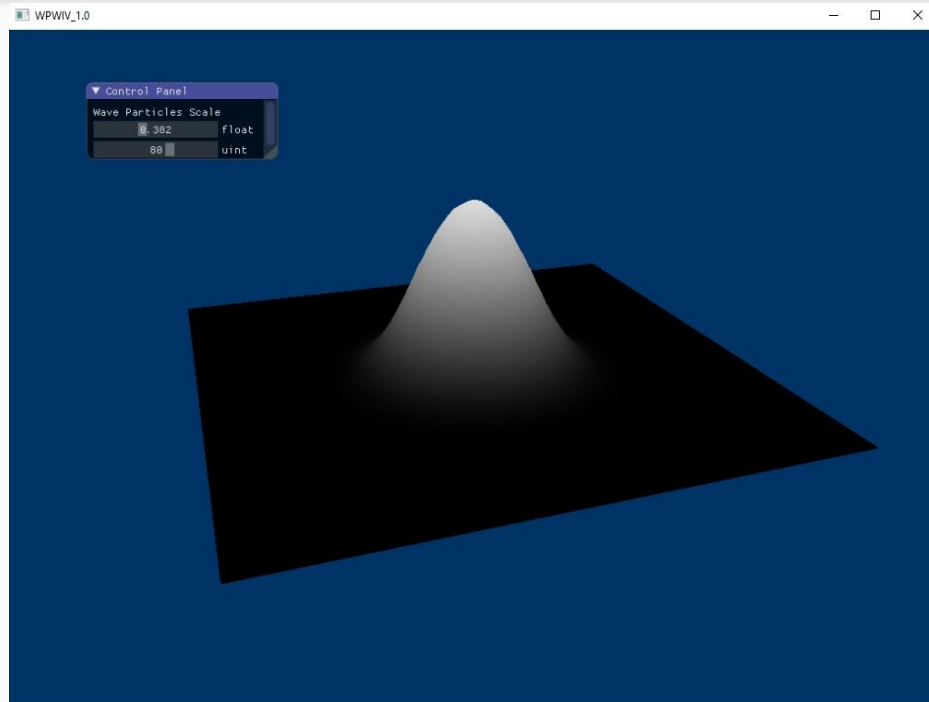
Xiao Zhang and Lan Lou



What we want to do



What we did



DirectX12 framework

Create Scene

-Renderer

-Scene

-Texture

-Shader(s)



Render Scene

-Renderer

-Scene

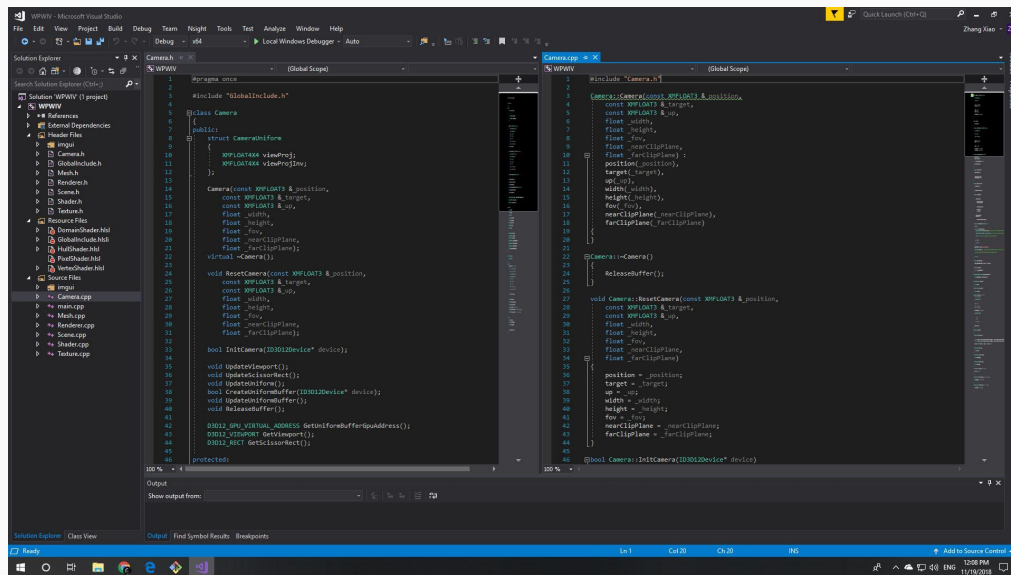
-Camera

-Mesh(s)



Camera

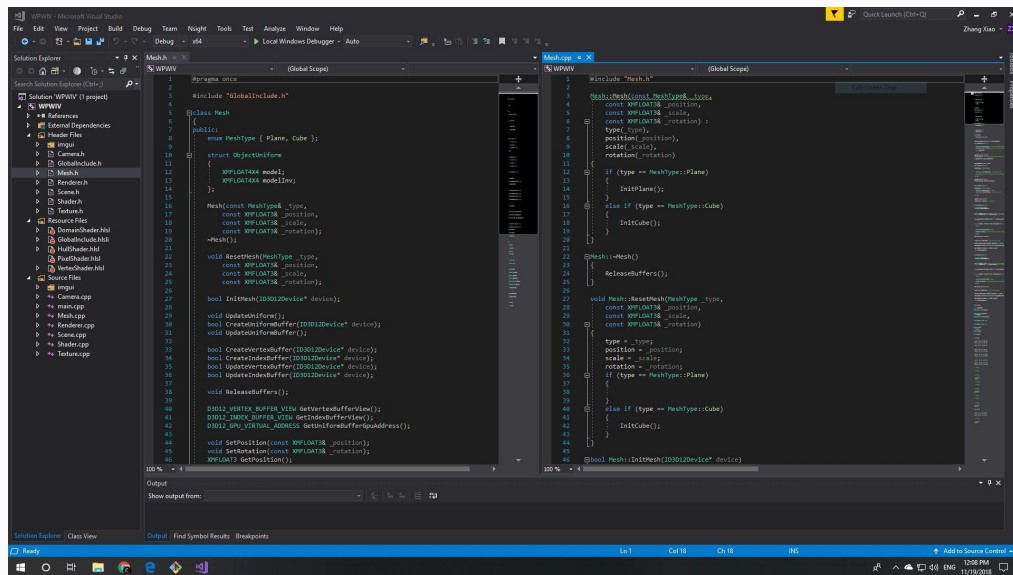
Orbit Camera



Mesh

Cube

Plane



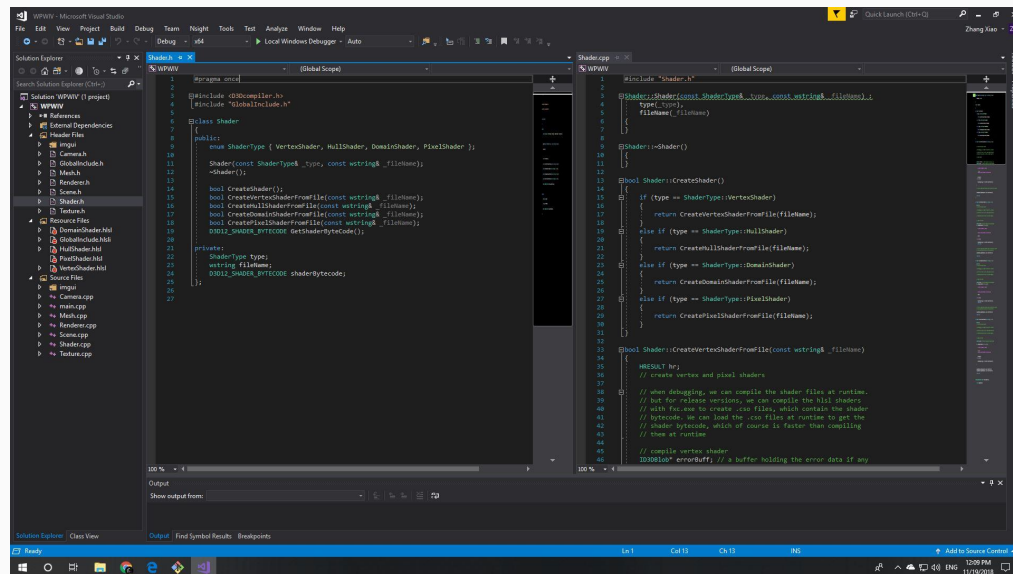
Shader

Vertex Shader

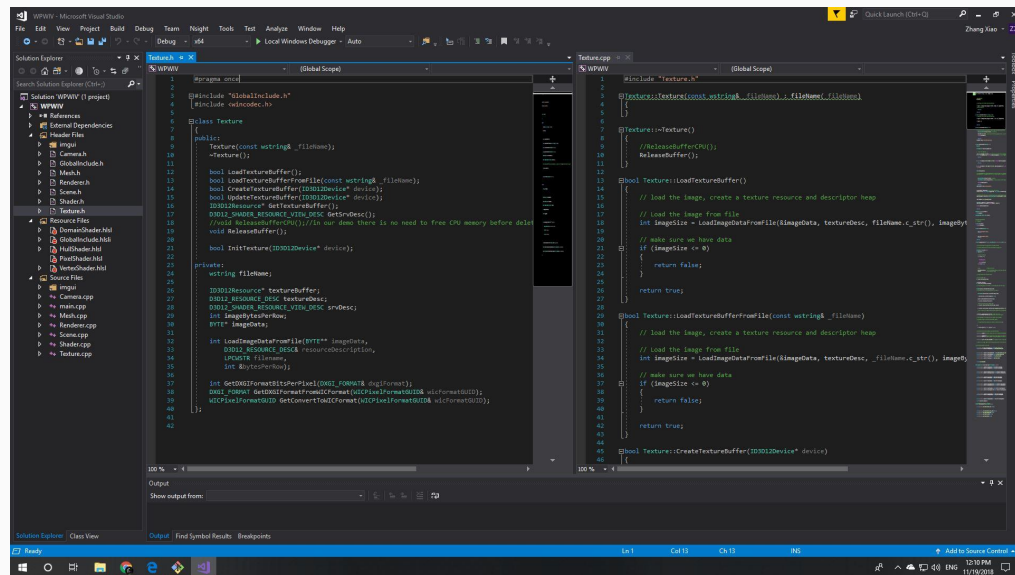
Hull Shader

Domain Shader

Pixel Shader



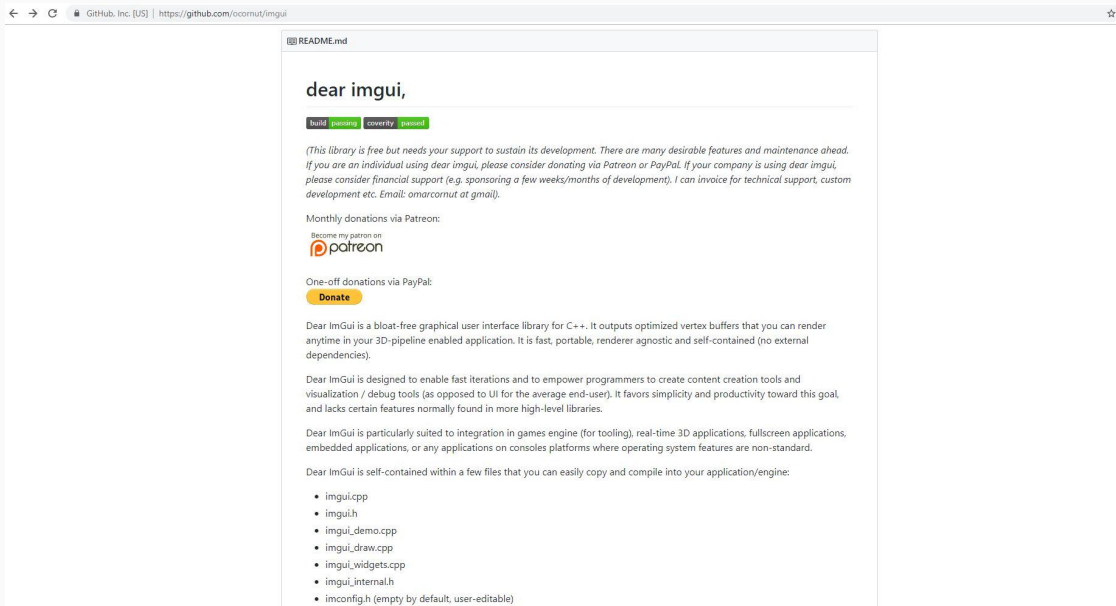
No Render Texture yet



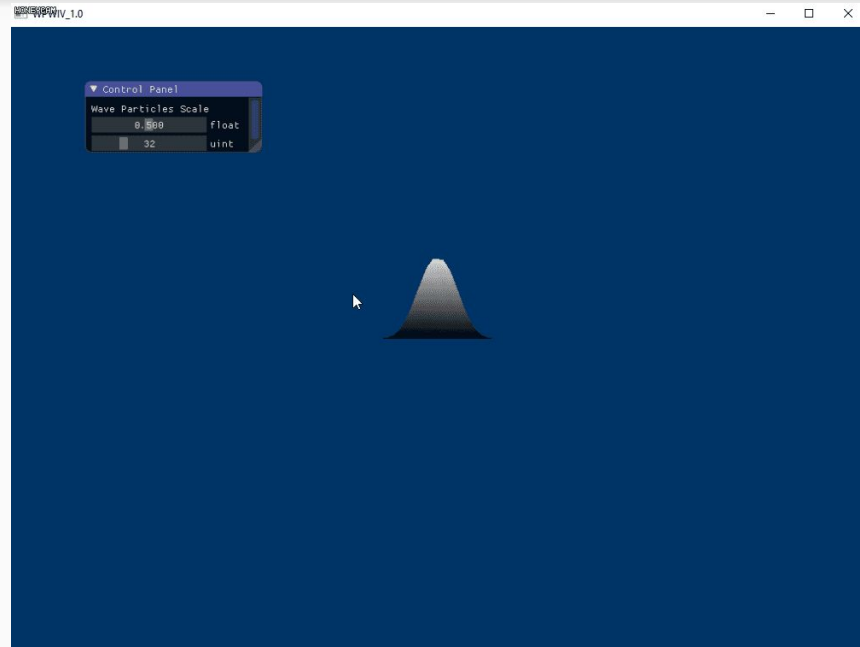
GUI

Imgui

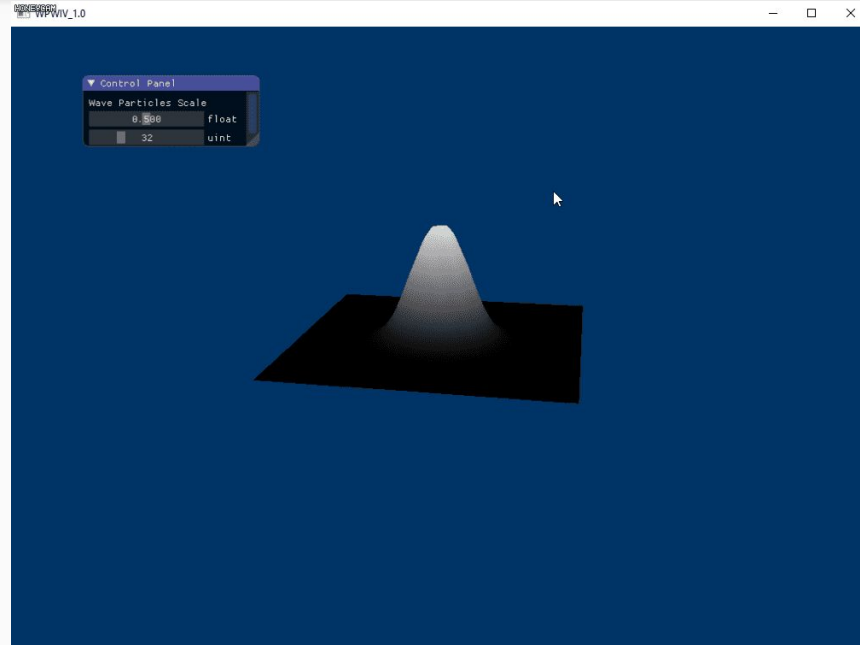
- Open source
- Immediate mode
- Support DX12
- Easy to use



Orbit Camera



Wave Particle Scale



Tessellation Level

