















PERFORMANCES

Using a MacBook Pro and Safari as reference:

Smoke Vertices	Flame Vertices	Fps
50K	15K	60
100K	15K	60
100K	40K	60

•Using an iPhone 6S and Safari as reference:

Smoke Vertices	Flame Vertices	Fps
50K	15K	60
100K	15K	60
100K	40K	60



CONCLUSIONS

- An example is reachable at : https://lucaangioloni.github.io/
 SmokeGL/
- The system can reproduce different scenario, the only difference would be in formulas describing the event