## View (GUI)

## View

- +Change Particle Count
- +Change Particle Size
- +Change Particle Appearance
- +Change Grid Size
- +Change Neighbor Area Size
- +Change Rendering Sensitivity

#### Renderer

+Triangulation

#### **NVIDIA Flex**

## **NVIDIA Flex**

+EditParticleParameters +Create Simulation

# Surface Particle Reconstructor

## Surface Particle Recognizer

- +Renderer
- +Calculate Scalar Field
- +Hash
- +Group Neighbor Particles
- +Marching Cubes
- +Zhu Bridson

#### Controller

## Controller

- +Handler
- +Others