

The POF system

View (GUI)

View

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

NVIDIA Flex

NVIDIA Flex

- +EditParticleParameters
- +Create Simulation

Surface Particle Reconstructor

Surface Particle Reconstructor

- +Renderer
- +Calculate Scalar Field
- +Hash
- +Group Neighbor Particles
- +Surface Particle Recognizer

Controller

Controller

- +Handler
- +Others