The POF system

Renderer

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 Recognizer

 +Renderer
 +Calculate Scalar Field
+Hash
 +Group Neighbor Particles
 +Marching Cubes

 +Zhu Bridson

Controller

Controller

 +Handler

 +Others