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

Renderer

+Triangulation

Model

Handler

vector4 ParticleDatas[]
int particleIndices[]
Float particleRadius;
Struct Hash{
        int ParticleDatas[];
} groupedParticles[];

Hasher

vector4 ParticleDatas[]
Float particleRadius;

Struct Hash{
        int ParticleDatas[];
} groupedParticles[];

Surface Recognizer

+vector4 ParticleDatas[]

+Struct Hash{
   int ParticleIndex[];
} groupedParticles[];

+int surfaceParticleIndıces[];

MarchingScalarFinder

+vector4 ParticleDatas[]

+int surfaceParticleIndıces[];

+Struct Hash{
   int ParticleIndex[];
} groupedParticles[];

+int marchingCubesIndıces[];

MarchingCubes

+int marchingCubesIndıces[];

Controller

Controller

+Handler
+Hasher
+Surface Particle Recognizer
+Marching Cubes
+Group Neighbor Particles
+Zhu Bridson
+Others

NVIDIA Flex

+EditParticleParameters

+Create Simulation