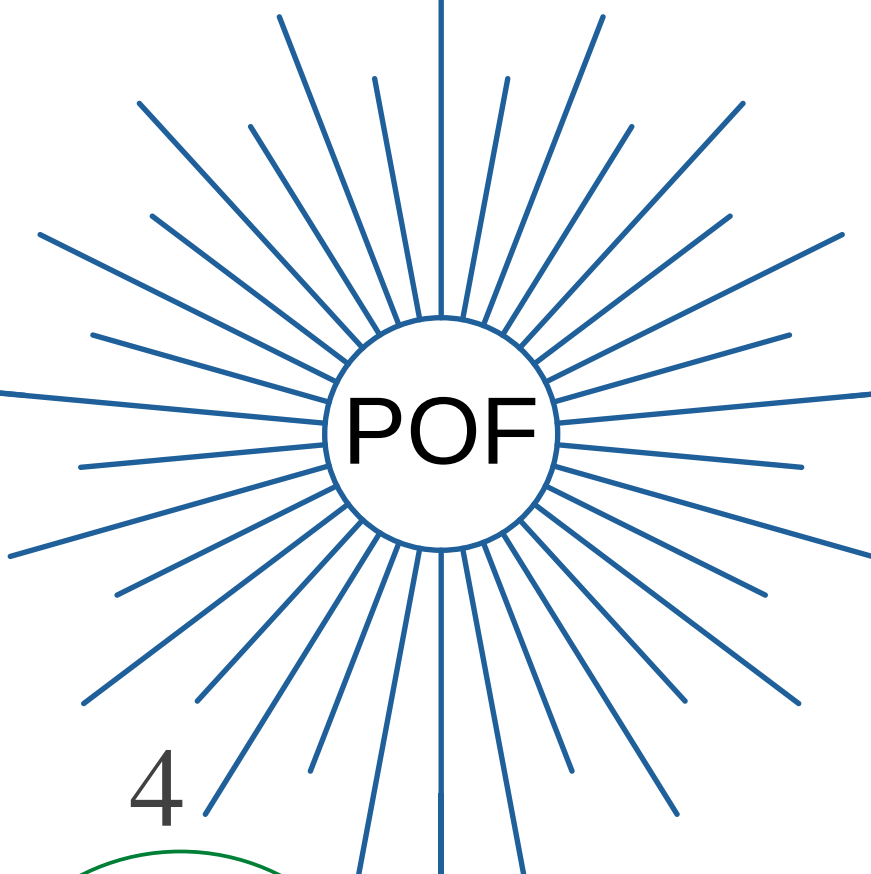
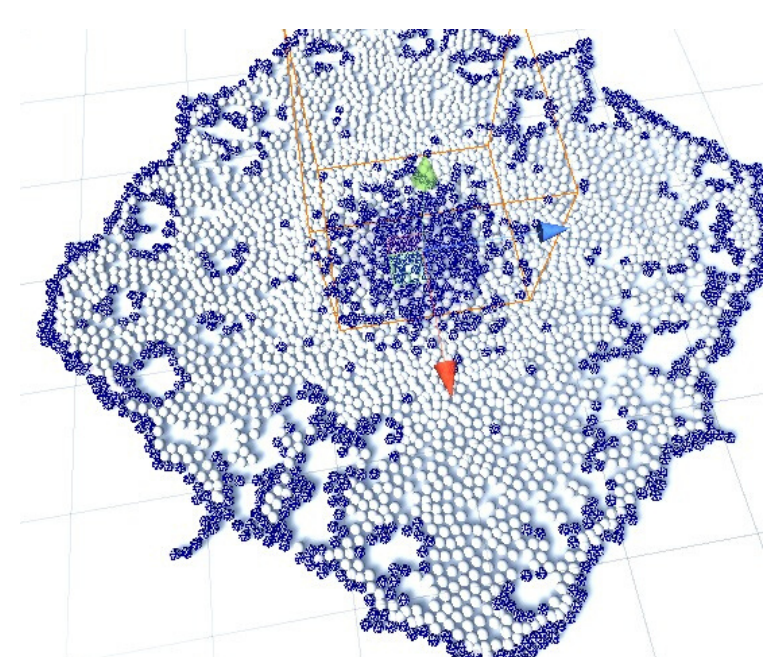
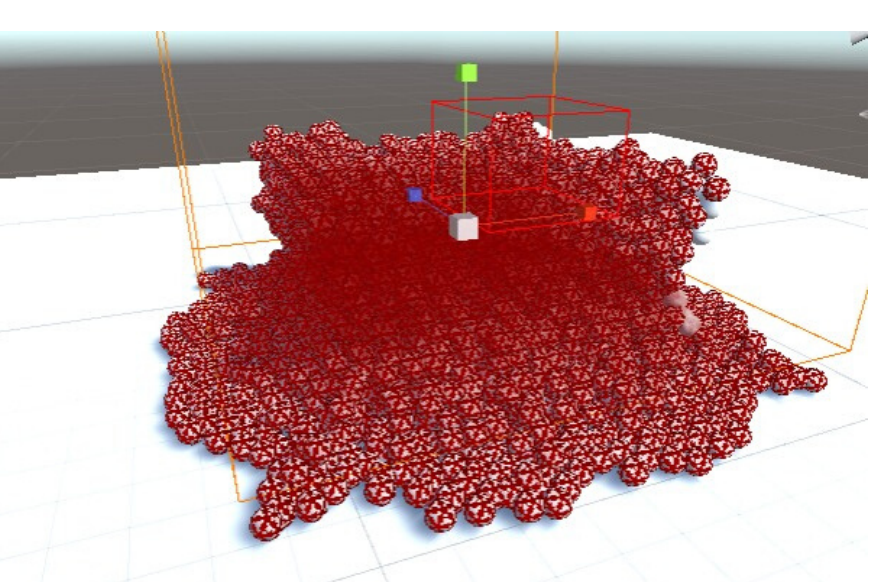
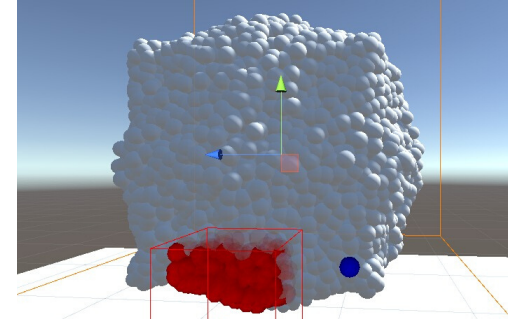
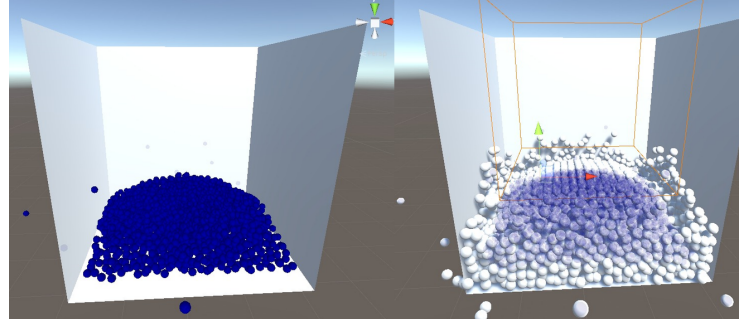
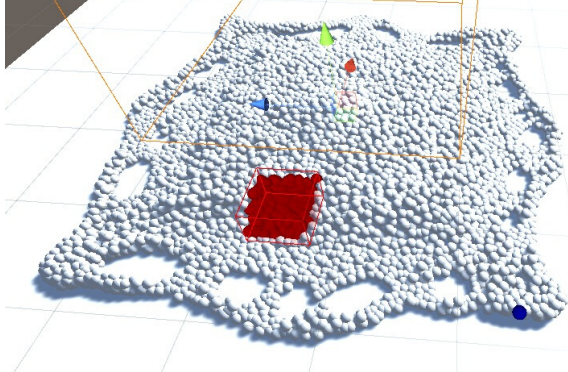
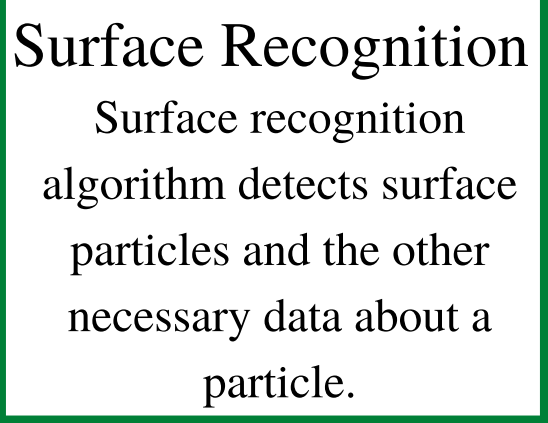
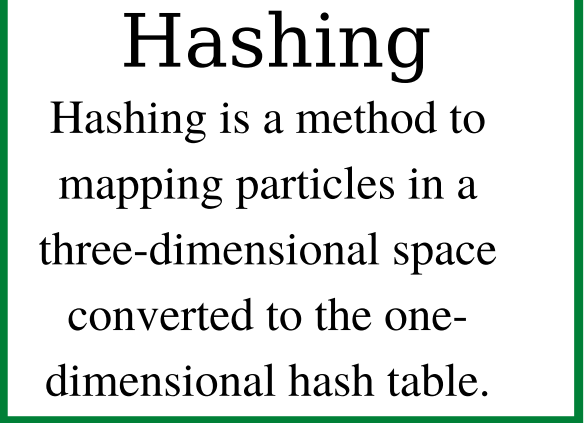
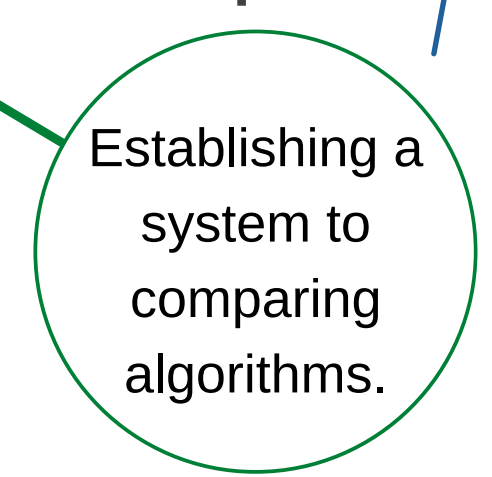
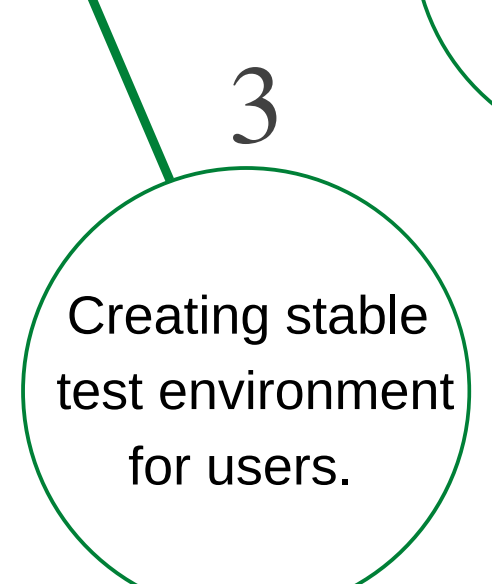
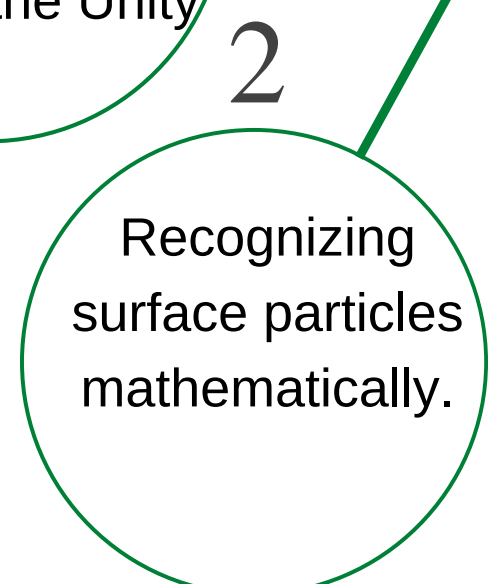
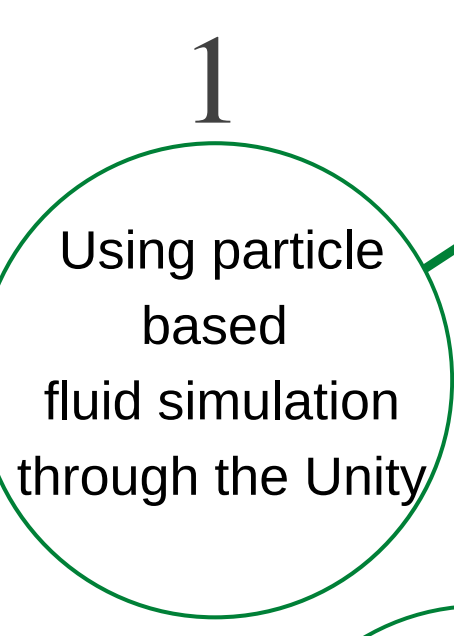


IMPLEMENTATION

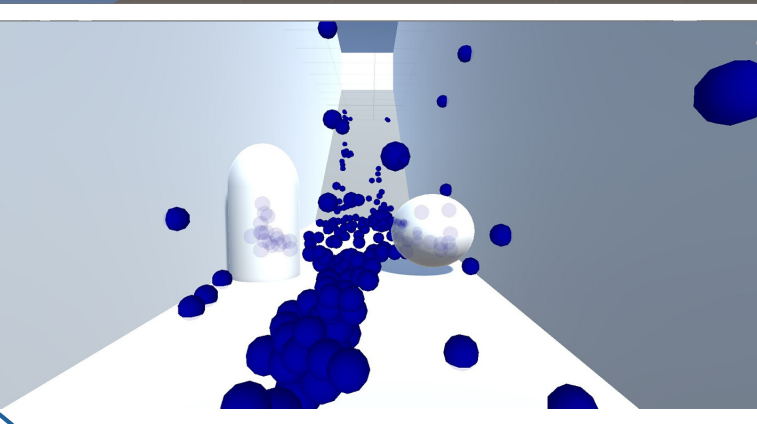
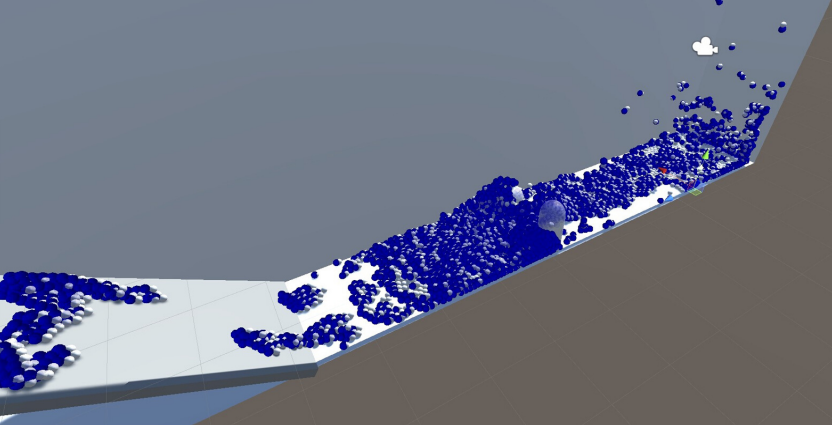
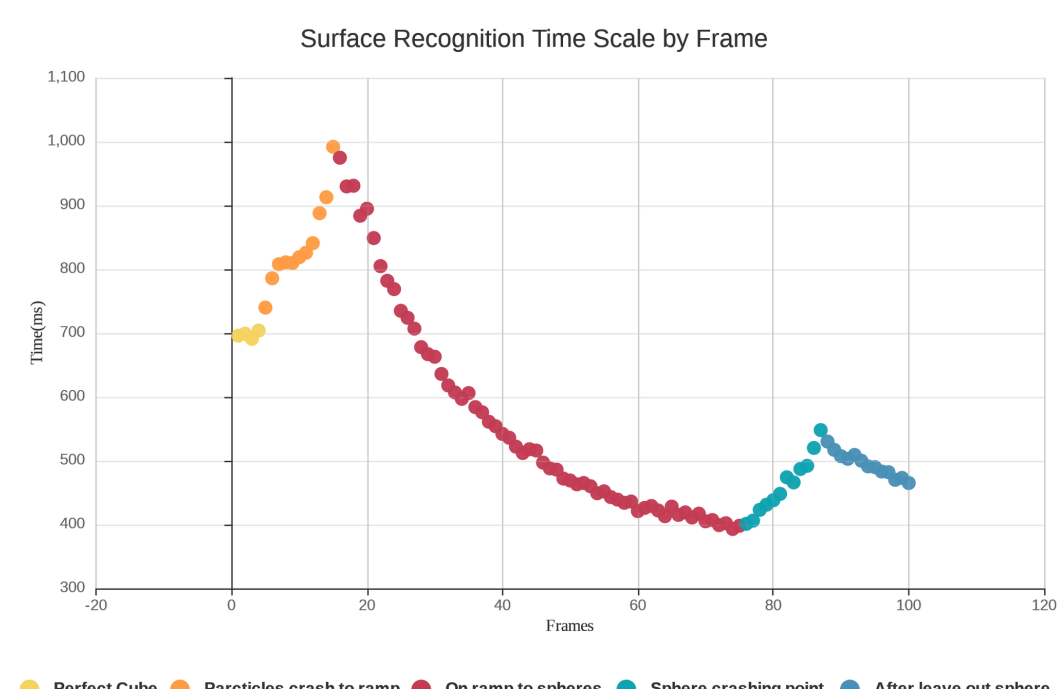


Objectives



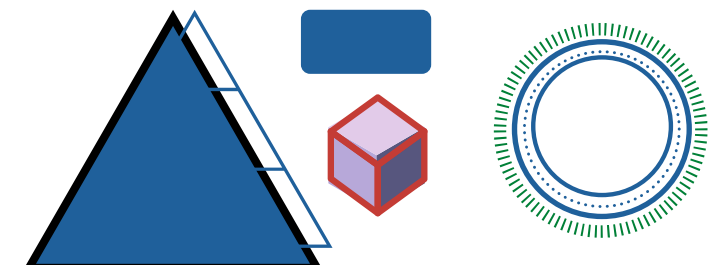
Test Results

Birkaç satır gövde metni ekle



Conclusion

Various methods are implemented to get better results by doing research. POF project concentrates on solving computational difficulty problems by increasing performance and efficiency in particle-based fluid simulation. POF makes easier to simulate with higher quantities of particles or getting better results with the same number of particles by using the hash algorithm and surface particle recognition algorithm.



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