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

Surface Particle Recognizer

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

vector3ParticlePositions[]

int particleIndices[]

NVIDIA Flex

+EditParticleParameters
+Create Simulation

Controller

Controller

+Handler

+Others