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 Recognizer

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

Controller

Controller

+Handler

+Others

Renderer

Visualizer

+Triangulation