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**YAŞAR UNIVERSITY**

**FACULTY OF ENGINEERING**

**DEPARTMENT OF COMPUTER ENGINEERING**

**Product Manual of POF System**

**POF: Performance Optimized Fluid System**

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System Preface:

POF System is providing more optimized and faster surface identification and visualization on particle-based liquid simulations. The POF system works with NVIDIA FleX which works as an outsource asset.

**NVIDIA FleX**: Flex is a particle-based simulation technique for real-time visual effects.The flex uses a unified particle representation for liquid , it enables new effects where different simulated particle can interact seamlessly.

**Unity:**Unity is a cross-platform game engine developed by Unity Technologies,primarily used to develop video games and simulations.

**NVIDIA FleX Requirements:**

Windows 7 (64-bit) or newer.

DX11 or CUDA capable graphics cart

Unity 2017.3 or later version

**The process of including NVIDIA FleX in Unity project**:

The import process is shown step by step below.

**Firstly, import FLEX in the Unity asset store.**

Figure 1

ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu

**After that, Assets->Import Package->Custom Package (figure 1)**

Figure 2

**ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu**

**Then click,NVIDIA-FleX unitypackage**

Figure 3

ekran görüntüsü içeren bir resim

Açıklama otomatik olarak oluşturuldu

**Choose all then click import**

Figure 4

ekran görüntüsü, elektronik eşyalar, bilgisayar içeren bir resim

Açıklama otomatik olarak oluşturuldu

**The POF system’s hardware and software Requirements**

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| --- |
| D3D11 capable graphics card |
| NVIDIA: GeForce Game Ready Driver 372.90 or above. |
| AMD: Radeon Software Version 16.9.1 or above. |
| Microsoft Visual Studio 2013 or above. |
| G++ 4.6.3 or higher |
| CUDA 8.0.44 or higher |
| DirectX 11/12 SDK |
| Windows 7 (64-bit) or higher. |
| Unity 3D 2017.3 version or higher |