

# NVIDIA WaveWorks



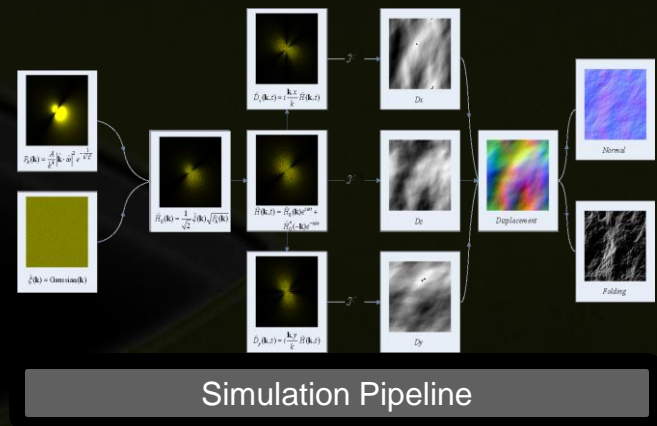
- **Simulates wind-driven waves in real time using the GPU**

- Simulates in frequency domain, then performs inverse FFT
- Highest detail setting will run in < 2ms on GTX680



- **Ease of use / integration**

- Controlled via a simple C API
- Simulation results accessed via HLSL API
- Lighting/shading remains under full application control
- Flexible save/restore for D3D state across C API calls



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## Supported configurations

	<i>CPU sim</i>	<i>GPU sim</i>
Windows/D3D9	✓	
Windows/D3D9Ex	✓	✓
Windows/D3D10	✓	✓
Windows/D3D11	✓	✓
Windows/GL	✓	✓
Windows/sim-only	✓	✓
Linux/sim-only	✓	✓
PS4	✓	
Xbone	✓	✓



- **Also includes**
  - Quad-tree tile-based LODing
  - Host readback (e.g. for simulation of water-borne objects)
  - DX11 tessellation
  - Geo-morphing for DX9/10
  - Foam simulation
  - Beaufort presets
  - GPU acceleration for evolving spectra