Live demo						
https://timvanscherpenzeel.github.io/Thesis	5/					
Device	:Dad Dra (2046)	iDed Mini 2 (2042)	iDhana 50 (2042)	Samarina Calarri S7 Edna (201	C) Machael: Dra Datina 42 inch /200	E) Langua WE20
Operating system:	iOS 9.3.3	iPad Mini 2 (2013) iOS 9.3.2	iPhone 5S (2013) iOS 9.3.5	Android 6.0.1	6) Macbook Pro Retina 13-inch (201 OS X Yosemite 10.10.5	Windows 10 Pro
CPU:	A9X 64-bit			) Qualcomm's Snapdragon 820	2.7 GHz Intel Core i5	2.4 GHz Intel Core i7
GPU:	PowerVR 7	PowerVR G6430	PowerVR G6430	Adreno 530	1 11 11 1	Intel Iris Graphics 4000
					Intel Iris Graphics 6100 1536 MB	interins Graphics 4000
Model number:	ML212NF/A	ME276NF/A	ME435DN/A	SM-G935K	- Character	- Ohmana
Browser:	Safari	Safari	Safari	Chrome	Chrome	Chrome
Settings						
Time Step:	0.003	0.003	0.003	0.003	0.003	0.003
Wind:	on	on	on	on	on	on
Wind Force X:	0.13	0.13	0.13	0.13	0.13	0.13
Wind Force Y:	0.11	0.11	0.11	0.11	0.11	0.11
Wind Force Z:	0.15	0.15	0.15	0.15	0.15	0.15
Ks Struct:	5000	5000	5000	5000	15000	15000
Ks Shear:	5000	5000	5000	5000	15000	15000
Ks Bend:	5000	5000	5000	5000	15000	15000
Kd Struct:	8	8	8	8	1	1
Kd Shear:	8	8	8	8	1	1
Kd Bend:	8	8	8	8	1	1
Damping:	0.59	0.59	0.59	0.59	0.52	0.52
Mass:	0.65	0.65	0.65	0.65	0.65	0.65
Cloth size						
100 x 100 (10.000 particles)	55 FPS	50 FPS	54 FPS	Unsupported	60 FPS	50 FPS
200 x 200 (40.000 particles)	55 FPS	30 FPS	40 FPS	Unsupported	60 FPS	50 FPS
300 x 300 (90.000 particles)	55 FPS	18 FPS	22 FPS	Unsupported	60 FPS	50 FPS
400 x 400 (160.000 particles)	49 FPS	11 FPS	13 FPS	Unsupported	40 FPS	32 FPS
500 x 500 (250.000 particles)	38 FPS	WebGL crash	WebGL crash	Unsupported	25 FPS	21 FPS
1000 x 1000 (1.000.000 particles)	WebGL crash	WebGL crash	WebGL crash	Unsupported	WebGL crash	WebGL crash
THREE.FloatType support	Unsupported	Unsupported	Unsupported	Unsupported	✓	✓
THREE.HalfFloatType support	√	√	✓ ✓	Unsupported	<b>√</b>	✓ ✓
тпкее.пангюастуре ѕирроп	<b>√</b>	V	·	Orisupported	V	

