| 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 | √ | ✓ ✓ |
| тпкее.пангюастуре ѕирроп | √ | V | · | Orisupported | V | |
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