

# **c3particles: Modeling Particle Systems in C++**

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**Abstract.** Particle systems are used in many different areas, ..animation, simulation, research, ... . No matter the area of application, the basic rules governing these systems are the same: the laws of physics. C3particles (cpp particles) implements a model of a particle system in C++ that separates the physical concepts and laws from the underlying graphics library. This enables a mathematical formulation of the forces influencing the particles.

## **1 Introduction**