

# Литература

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- [2] Enhancing Particle Methods for Fluid Simulation in Computer Graphics. Режим доступа: [https://www.cs.ubc.ca/~rbridson/docs/schechter\\_phd.pdf](https://www.cs.ubc.ca/~rbridson/docs/schechter_phd.pdf) (дата обращения: 02.07.2021).
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