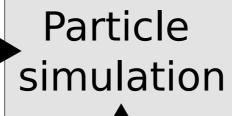
Particle emission - Size - Density - Capacity



External

fluid simulation

- Fluids densities

- Fluids velocities

- Height fields, - Voxel grids, - Implicit terrains,

Terrain update