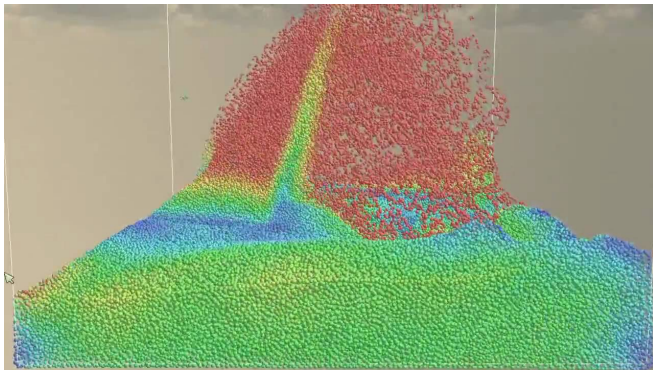


# Screen space fluid rendering with curvature flow

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March 5, 2015

# Screen space fluid rendering



Screen space fluid rendering is performed using Smoothed Particle Hydrodynamics (SPH)

# Curvature flow

Curvature flow is BLA

# Who, where and when?

- ▶ Wladimir J. van der Laan et al.
- ▶ NVIDIA
- ▶ Rijksuniversiteit Groningen
- ▶ 2009

# Why?

- ▶ Games
- ▶ No

## Related work

# Overview of method

1. Surface depth is written to render target
2. Surface depth is smoothed
3. Thickness is written to second render target
4. Dynamic noise texture is generated on the surface of the fluid
5. Smoothed surface depth, noise texture and an image of the scene behind the fluid is combined into the final rendering fluid

# Surface depth

- ▶ Particles rendered as spheres
- ▶ Native depth test
- ▶ No explicit splatting



# Surface depth smoothing

- ▶ Remove jelly-like appearance
- ▶ Gaussian blur is unsuitable
- ▶ Curvature flow

# Curvature flow

- ▶ Minimize curvature
- ▶ Transform the surface along its normal direction
- ▶ **Screen-space**: transform the surface along the  $z$  direction
- ▶ Amount of transformation depends on the magnitude of the mean curvature

$$\frac{\partial z}{\partial t} = H \quad (1)$$

$$H = \frac{\nabla \cdot \hat{n}}{2} \quad (2)$$

# Thickness