

# **Real Time Fluid Simulation using Smoothed-Particle Hydrodynamics and OpenGL**

**Computer Graphics CS 488**

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This paper talks about the implementation of a real time Fluid simulation  
displayed in OpenGL ... blaaaaaaaaaaaaa

## 1 Introduction

Hello World! Akenine-Möller, Haines, and Hoffman 2008 Let's go to a new line

Let's go to a new paragraph

Let's write a formula

$$\sum_{i=0}^N \int_{-\infty}^{\infty} e^{-\frac{1}{2}x^2} dx$$

It's not that hard ;)

## 2 Mathematical Background

### Appendix: Code

## References

Akenine-Möller, Tomas, Eric Haines, and Natty Hoffman (2008). *Real-Time Rendering 3rd Edition*. Natick, MA, USA: A. K. Peters, Ltd., p. 1045. ISBN: 987-1-56881-424-7.