

# Physically-based Simulation Project

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# Particle System

- ▶ simple particle system
- ▶ one single emitter
- ▶ no particle interaction
- ▶ gravity
- ▶ damping

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# 2D Wave

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- ▶ diffusion

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- ▶ diffusion → stability
- ▶ water update → time critical

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# Rendering

- ▶ water surface