

PV227 GPU Rendering

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Particle Systems

- fixed particles,
- iterative particles.



Fixed Particles

- render the particle as a point,
- update their position based on time,
- optionally texture the point.

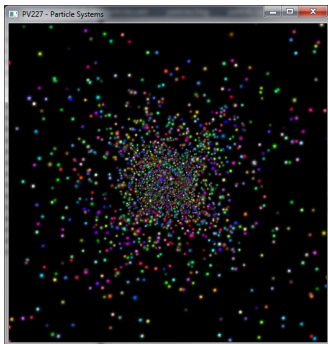


Figure: Particles representing stars in $t = 0$.

Iterative Particles

- render particles as points,
- update their position based on previous position.

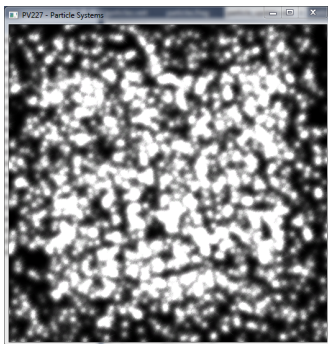


Figure: Emanating 64×64 particles in $t = 1.f$