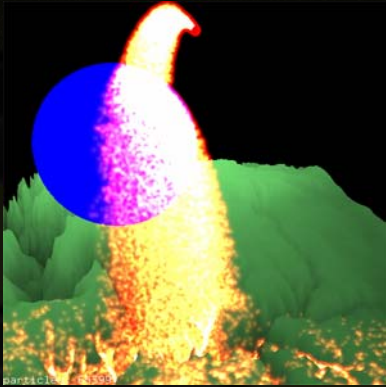# Physically-based Simulation on GPUs
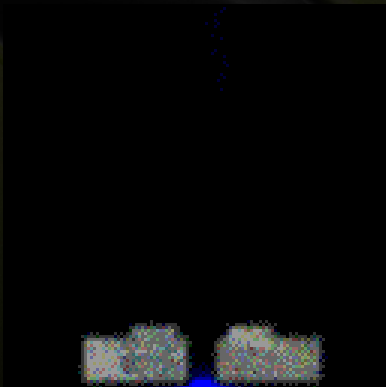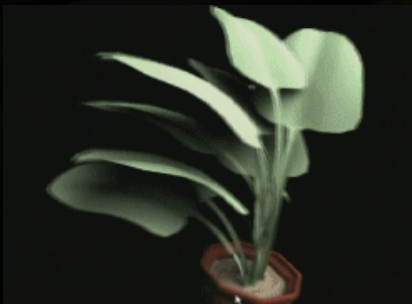

Particle Systems

Jens Krüger, TU-Munich

Fluid Simulation

Cloth Simulation

Soft-body Simulation

Doug L. James, CMU