



NVPARTICLES TECHNICAL DEMO

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White Paper



DOCUMENT CHANGE HISTORY

WP-06618-001_v01

Version	Date	Authors	Description of Change
01	November 7, 2012	WB, CK	Initial release

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INTRODUCTION

The source code in the *attached* file (**nvparticles-public-016a08f98fd3.zip**) is not a fully functioning product, but a code-base to potentially develop a CUDA-accelerated particle system. It also includes the code to develop a plug-in for Maya to interact with the particle system, which was first demonstrated at Siggraph 2011 in Vancouver.

The code was written using C++, CUDA, and OpenGL. The code relies heavily on these technologies, and a complete understanding of them is required. Also included are makefiles for Linux, plus Microsoft Visual Studio solution files for MSVC2010.



Note: This is unsupported code and it is used at your own risk.

CONTENTS

- ▶ Base: Contains utility classes and functions
- ▶ Library: Contains the code for the particle engine architecture.
- ▶ Solvers: Code for the core solver of the particle system
- ▶ Testing: Simple test application
- ▶ Scripts: Installation and launch shell-scripts
- ▶ Props: MSVC2010 property files
- ▶ Dist: External libraries required for execution
- ▶ Extras: Contains the Maya plug-in code and scripts

COMPILATION AND USE

Please refer to **INSTALL.TXT** inside the zip file, and see the documentation in the Maya plug-in for instruction.

LICENSE

Locate the *NVParticles End User License Agreement*—which is similar to the standard NVIDIA SDK agreement—in the source code distribution.

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