Cornell University CS 569: Interactive Computer Graphics

Real time particle systems

Lecture 11

Cornell CS569 Spring 2008

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See Witkin and Baraff's slides linked from the course schedule.

Announcement

Bungie recruiting presentation

 Date:
 Monday, March 10th

 Time:
 5:30 - 7:00

 Location:
 Upson B17

There will be a presentation by Bungie engineers about what game development is like at Bungie, food and drinks will be provided and raffle for Halo3 and other Xbox games.

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Fourth order Runge-Kutta

$$k_1 = hf(\mathbf{x}_0, t_0)$$

$$k_2 = hf(\mathbf{x}_0 + \frac{k_1}{2}, t_0 + \frac{h}{2})$$

$$k_3 = hf(\mathbf{x}_0 + \frac{k_2}{2}, t_0 + \frac{h}{2})$$

$$k_4 = hf(\mathbf{x}_0 + k_3, t_0 + h)$$

$$\mathbf{x}(t_0 + h) = \mathbf{x}_0 + \frac{1}{6}k_1 + \frac{1}{3}k_2 + \frac{1}{3}k_3 + \frac{1}{6}k_4.$$

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