

Physically Based Simulation on GPU



Benjamin Raucher
**Physically Based Simulation
on GPU**
Theoretical Background and Implementation
Details for Building a Particle Based Physics
Simulation
Using Programmable Graphics Hardware



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Book Review

This is the best book i have read until now. It can be filled with knowledge and wisdom Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Nadia Konopelski)

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