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论文

基于LBM动态动画真实感绘制

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摘要:

提出一种基于LBM的高效建模和绘制方法。通过潜水方程的LBM模型进行流体建模和表面高度场的计算,成功地模拟出水坝崩溃现象。简化了速度场方程组和添加浓度场方程组,结合两者对烟雾物理模型进行了改进,通过GPU加速技术实现了烟雾真实感的绘制。

关键词: Lattice Boltzmann 方法 浅水方程 自由表面 流体模拟

Dynamic Animation Realistic Rendering Based on Lattice Boltzmann Method

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Abstract:

This paper presents a highly effective method of modeling and rendering based on LBM (Lattice Boltzmann method). Firstly, the LBM model based on shallow water equations is adopted to model the fluid volume and calculate the surface height field, and we simulate the Dam Break successfully. In addition, the Velocity field Equations are reduced and Denseness field Equations are added to improve the model of smoke, after which the GPU acceleration technology is adopted to achieve realistic rendering of smoke.

Keywords: Lattice Boltzmann method; shallow water equation; free surface; fluid simulation

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