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of breaking waves to

turbulent swirling

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development's perspective in a practical, approachable way that will not overwhelm readers.

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Examples. Here are some of the example simulations generated using Jet framework. Corresponding example codes can be found under `<root_dir>/src/examples`. All images are rendered using Mitsuba renderer. Dam-breaking simulation with FLIP solver.

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Fluid Engine
Development - 1st
Edition - Doyub Kim

...

Introduction Jet
framework is a fluid
simulation engine

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Development SDK for computer graphics applications that was created by Doyub Kim as part of the book, *Fluid Engine Development*. The code is built on C++11 and can be compiled with most of the commonly available compilers such as g++, clang++, or Microsoft Visual

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source code can be
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Branching. The first edition of the book corresponds to the code version 1.0.0.

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Development. There are some errors/typos/bugs found from the 1st edition of the book. Below are the list of such errors either found by myself or fellow readers. Page 26. Reporter: Marc Le Renard.

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Tutorial 1 - Hello, Jet!
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Jet framework is a
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GitHub - doyubkim/fluid-engine-dev: Fluid simulation ...

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