

# Rendering Smoke and Fire in Real-Time

CS-116B: Computer Graphics Algorithms  
Spring 2018

# Resources

1. *Rendering smoke and fire in real-time* by Ingemar Rask and Johannes Schmid.

Available at: [https://graphics.ethz.ch/teaching/former/imagesynthesis\\_06/miniprojects/p3/](https://graphics.ethz.ch/teaching/former/imagesynthesis_06/miniprojects/p3/)

Two links are provided on the above page:

**Smoke simulator (source code):**

[https://graphics.ethz.ch/teaching/former/imagesynthesis\\_06/miniprojects/p3/smoke64.tar.gz](https://graphics.ethz.ch/teaching/former/imagesynthesis_06/miniprojects/p3/smoke64.tar.gz)

**Fire simulator (source code):**

[https://graphics.ethz.ch/teaching/former/imagesynthesis\\_06/miniprojects/p3/fire32rand.tar.gz](https://graphics.ethz.ch/teaching/former/imagesynthesis_06/miniprojects/p3/fire32rand.tar.gz)

2. *Real-Time Fluid Dynamics for Games* by Jos Stam. Available at:

<http://www.dgp.toronto.edu/people/stam/reality/Research/pdf/GDC03.pdf>