

Chebyshev-Accelerated Projective Dynamics Simulator

1. The source code is provided for educational or research purpose only. It should not be used for commercial purposes.
2. The source code is provided AS IT IS. The author is not responsible for any damage caused by its use.
3. If this code is used in any publishable work, please acknowledge the author.
4. THE GPU version is not a simple mirror of the CPU version. There are some small differences.
5. The source code is NOT fully optimized. It is possible to achieve better performance after more code optimization.
6. This source code does not contain all of the test cases described in the paper. Some additional code can be provided, upon request.
7. This source code supports Visual Studios only at this time. The CPU version can run under mac using xcode after slight modifications.
8. The examples need GLUT and GLEW for rendering. The CPU version also needs the Eigen library, if the direct solve is used.
9. The CPU version has better readability. The GPU version was optimized for GPU performance, so it is less readable.
10. Basic instructions:
 - a) Press 's' to simulate one frame
 - b) Press '1' to start interactive demo (GPU only)
 - c) Press 'a' and 'z' to zoom in and out
 - d) The simulation is done through the update function in OPENGL_DRIVER.h

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