

Wave Particles with Interactive Vortices

Milestone 2

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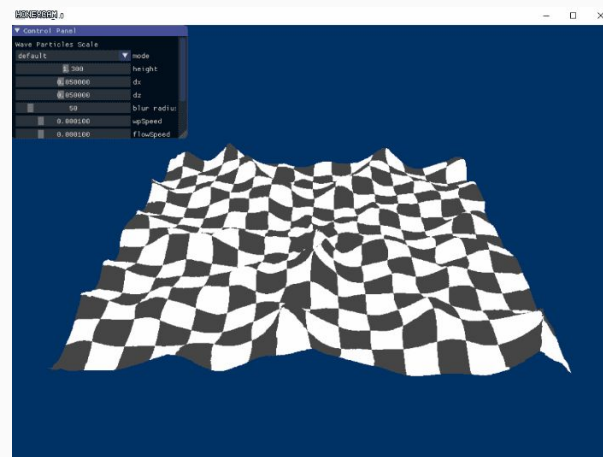
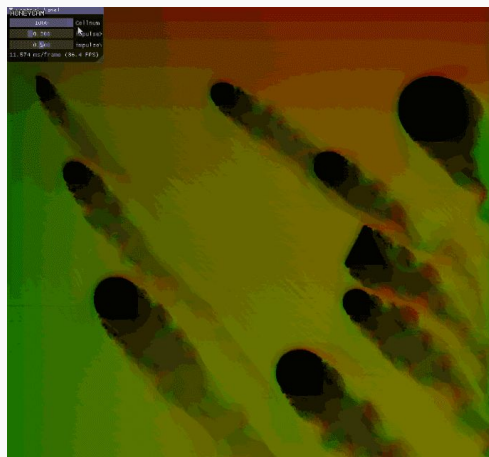


What we want to do



What we did

1. 2D fluid simulation
2. Multiple wave particles
3. Flow map driven wp



Next week

1. Combine fluid simulation with wave particles
2. Improve rendering (foams at least, sss if have enough time)

Live demo

