

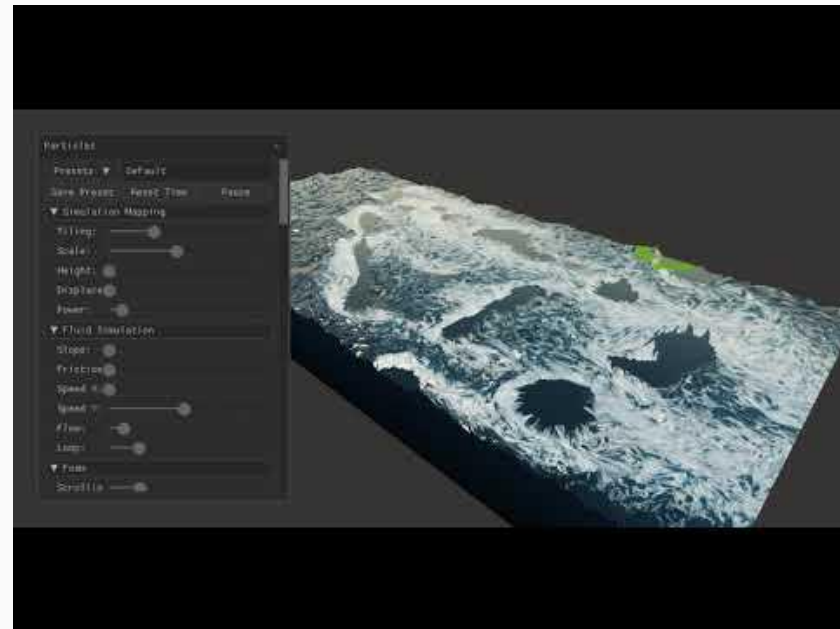
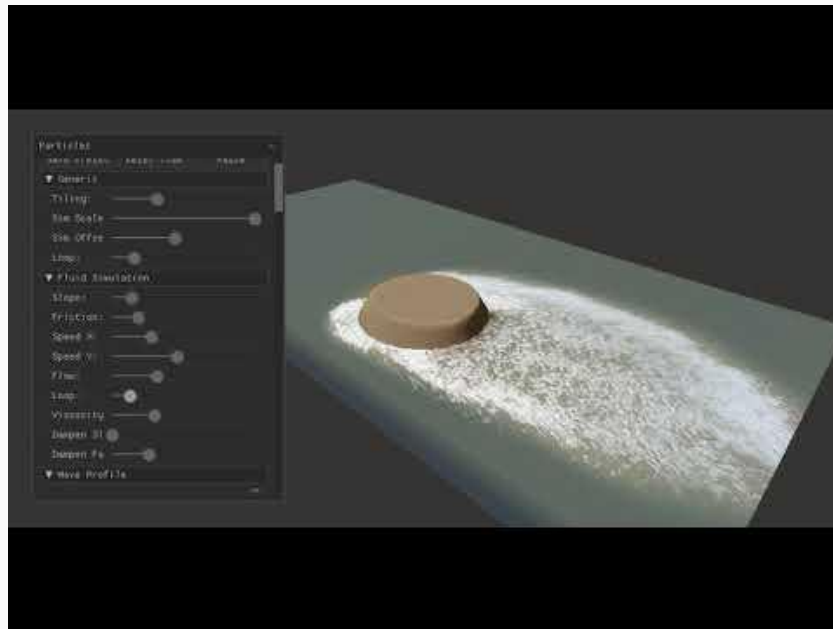
Wave Particles with Interactive Vortices

Milestone 3

Xiao Zhang and Lan Lou



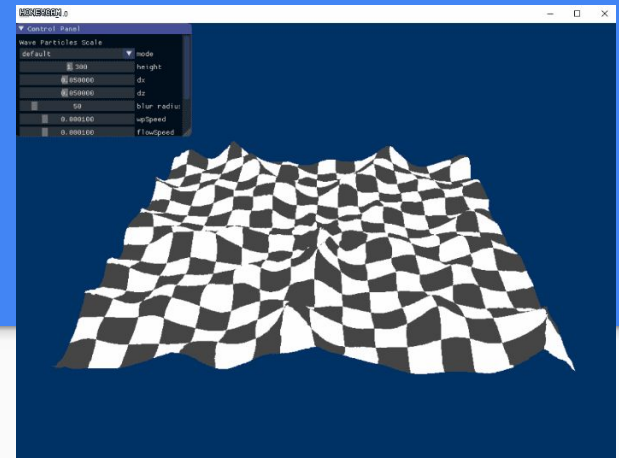
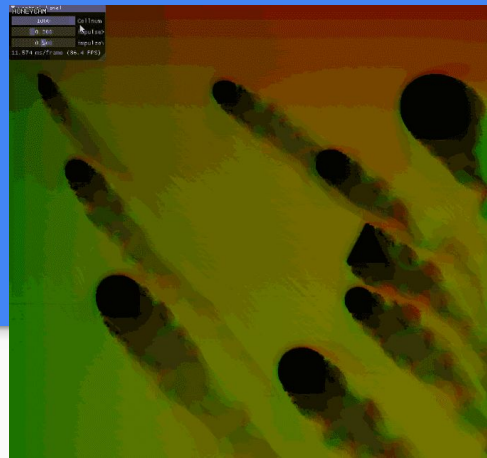
What we want to do



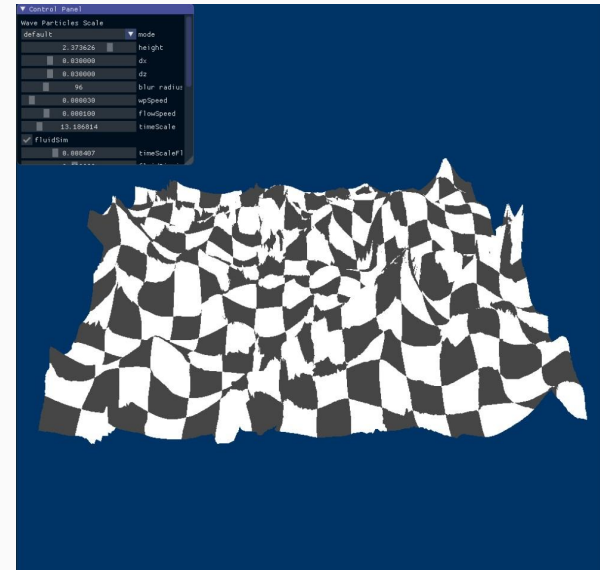
What we did

1. Combine

2D fluid simulation and wave particles



2. Improve Rendering



Next week

1. Improve rendering (foams at least, sss if have enough time)
2. Improve interaction
3. Tweak 2D fluid sim

Live demo

