Interactive SPH Fluid Simulator

Haoran Yun (yan00115)

In the final project, I would like to make a SPH fluid simulator, which includes both 2D and 3D simulation. Interactive GUI would be added into this project. Users could directly tune parameters in the graphic panel. The parameters include the amount, viscosity, radius and mass of particles. Users also could add obstacles into the scene to interact with the fluid. It is related to the physical simulations we learnt from class.

There is the prototype of my finial project.