WebGL Interactive Water
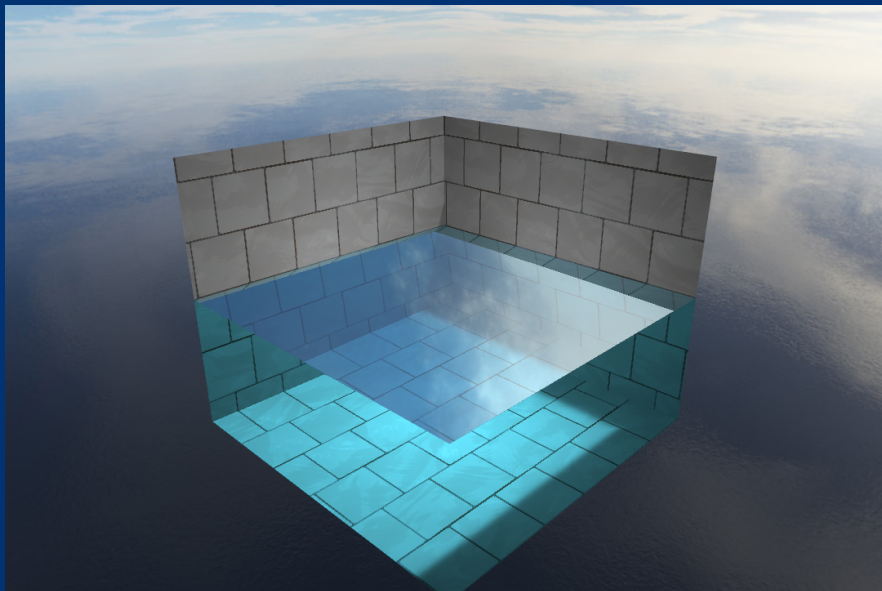
Alpha

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Introduction

- **WebGL**
  - Extreme mobility & Cross-platform compatibility
- **Inspiration**
  - http://madebyevan.com/webgl-water/ by Evan Wallace
- **Tasks**
  - Water Shader
  - Interaction: Water Simulation
  - Fast, Real-time, Interactive

Demo

- **What we have now**
  - Framework from scratch
  - Environment - Pool, Sky
  - Still Water Shader
  - Soft Shadow
  - Reflection/Refraction
  - Mouse Click Raytrace
- **Live Demo**
  - http://dblsai.github.io/WebGL-Fluid

Future Work

- Height Field
- Water Simulation
- Sphere, Cube, Obj Interaction
- Caustics