Master Informatique

Projet IMA
READ ME
Real Time Fluid Simulations

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1 About

This project is created for the Final semestre project at Sorbonne University. It contains multiple fluid simulation implementation and demo scenes.

2 How to Run the project?

This project is developed with Unity version 2021.3.21f. To run the project you can install this or an higher version and run the project from Unity Hub. The project also contains **2 executable files** that don't require Unity Editor to execute. See Contents for more detatil.

3 Contents

- **Docs** directory contains the mid-term and final report for the project.
- **builds** directory contains 2 executable builds that one works with cpu and the other works with gpu. You can test those depending on your computer. The **exe** file is named **PIMA 2D**. You **don't** need the Unity editor to execute these files. Don't forget that the simulation is interactive. You can pull the water with **Left Click** and you can push the water with.**Right Click**.
- **PIMA 2D** is the project directory. Here you can find the scripts that I wrote for the implementations in the **Assets\Scripts** directory and the scenes to see the implementations from the reports are in the **Assets\Scenes** directory. To open a scene you just click on the scene file in the unity editor and to start the simulation you can click on the play button at the top of the scene.

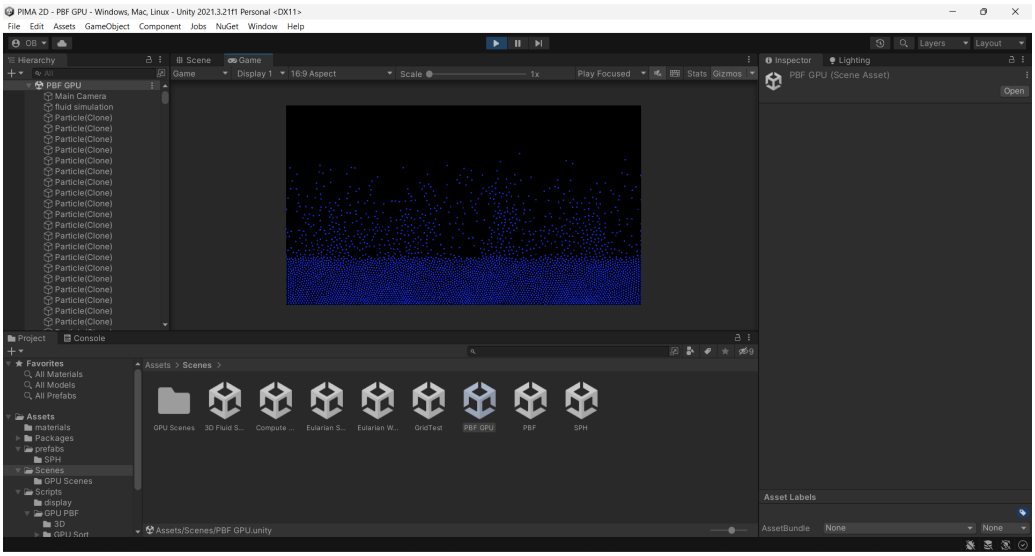

Figure 1: Unity Editor