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# **Chapter 2: Literature Review**

## **2.1 Fluid Simulation**

1. Navier-Stokes equation - history, equations, mentioned work in watercolor simulation field
2. Stam’s stable fluid - history, equations, mentioned work in watercolor simulation field
3. Lattice-Boltzmann equation - history, mentioned work in watercolor simulation field

## **2.2 Pigment Composition**

1. CMY Color system
2. Kubelka-Munk Color Model

## **2.3 Watercolor Simulation**

1. Small’s work is the first paper related to watercolor simulation - using cellular automata on the Connecting Machine
2. Curtis - improved the cellar automation, proposed three-layer paper model.
3. Van Laerhoven and Van Reeth - employed the work of Stam to describe a number of fast and stable procedures to simulate fluid flow using implicit solvers
4. Chu and Tai - use Lattice-Boltzmann Method for ink fluid simulation
5. Oh - Improved upon Chu and Tai’s work
6. DiVerdi - procedural vector based algorithm for generating watercolor-like dynamic painting behavior