Position-based Fluid

Smoothed Particle Hydrodynamics(SPH) is a widely accepted particle based method for fluid simulation. Water as a kind of fluid is responsible for variety of visually rich phenomena. The simulation of water has been an area of lasting interest and challenge in computer graphics. The position-based fluid provided us a new method to simulate the water. By solving a set of positional constraints, the PBF method enables high efficient fluid simulation as well as strong robustness. We would like to implement this method as our final project.

Our team is composed of 3 members:

Suyang Wang

Beiling Lu

Lei Yang

Suyang is the point of contact (PoC) with the email address: [Suyang@seas.upenn.edu](mailto:Suyang@seas.upenn.edu).