

Fluid-Objects Interaction

Ivo Nussbaumer and Michael Rabinovich

Recall



Ingredients



Rigid Body Collision Handling



SPH (Lagrangian method)

Change of Focus

- Stability and Accuracy
 - SPH + Collision detection
- Real Time Support
 - 3K particles
 - 40K faces



Traps

- Stability
- Correct Collision Handling



DEMO

Questions?