Fluid interaction with static object

Inspired by the [Electronic Theater Video](#)

Idea

Simulate interaction with different fluid poured over a static object represented by a 3D mesh. Start with water and adding different materials (e.g sand, snow).

Backup plan

Simulate just water pouring on the mesh.

Timeline

Date	Goal	Milestone
05.11		Start of project
12.11	Design and initialize framework (mesh loading, boxing, 3D grid)	
19.11	Water simulation in a bounding box	
26.11	Water pouring over mesh with just particle rendering	Presentation
03.12	Add sand simulation	
10.12	Add floating objects (ice cubes, spheres)	
17.12	Rendering and final presentation	Final presentation