Fluid-Objects Interaction

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Recall



Ingredients







Rigid Body Collision Handling

SPH (Lagrangian method)

Change of Focus

- Stability and Accuracy
 - SPH + Collision detection



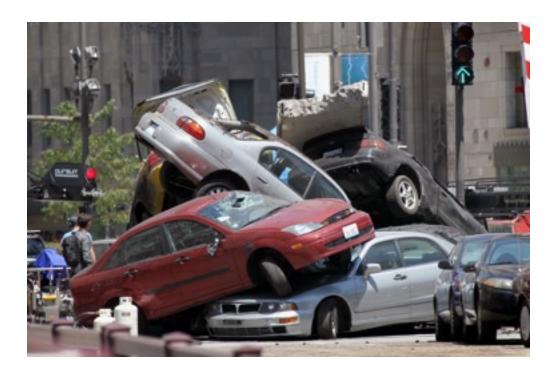
- Real Time Support
 - 3K particles
 - 40K faces



Traps

- Stability
- Correct Collision Handling





DEMO

Questions?