# Fluid interaction with static object

Inspired by the [Electronic Theater Video](http://graphics.berkeley.edu/papers/Goktekin-AMF-2004-08/goop-et-web.avi)

## 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

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| **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 |