My capstone is three demos that show three different methods of fluid simulation\*. The first is a cheap, but very customizable method that moves the points of a plane to simulate the surface of a fluid body. The second is a more recent method that uses a large number of fluid-drops to simulate fluid that can separate and recombine like a real fluid. The third is a cutting-edge improvement of the second method that runs quickly enough to be a viable future for video game fluids.

\* In casual conversation I stop here and leave people with “water simulations”