

Advanced Assignment A2: Fluid Simulation

- Implement a demo about fluid simulation.
- Ideas for exploration:
 - Extend Stable Fluids code to 3D
 - Put obstacle in the domain, specify its boundary condition
 - Simulate mixing of multiple types of smoke
 - Parallelization (with GPU)
 - Moving liquid boundary using levelset
 - Compare various advection algorithms
 - Compare various solvers (conjugate gradient, Jacobi, etc)