Advanced Assignment D: 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)