

Final Project Planning

I've always found liquid simulations really interesting. For our final project, I want to create a liquid gooey effect using vertex displacement. This effect is created by a spinning torus partially inside the wall to create the illusion that liquid is pouring out of the faucet. We would then use vertex displacement to give it the liquid-like properties, where it is shaking back and forth as liquid does when you pour it. We would also need to create the volume of liquid that it pours into, including the small waves that radiate from the center, as well as a splash effect to make it as realistic as possible.

In Unity, we would create the rotating torus and vertex displacement shader spinning around. For the rippling liquid effect, we could use some sort of radial pulse to make it look like small waves are being emitted from the contact between the pouring liquid and the volume of liquid below. The splash effect could be a simple particle system that comes out of the liquid and falls back in.



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