

I think that the explanation in which that we have to create physical instances such as the Eulerian Viewpoint to define things in computer graphics, which otherwise we take for granted in the real world. This can also be applicable in VR where the alignment of light on objects create the realism and the visual aspect of how the virtual world is created. By using complex 3D rendering systems to create lighting conditions based on time and weather in VR, we can be able to use instances more than the Eulerian Viewpoint such as forward or backward Semi-Lagrangian viewpoint instances. Not only in VR, but also in designing architecture or projects, the ability to be able to simulate instances of liquid, light, and wind can accommodate to creating better user interface and design. As an example, car design must be intertwined with the current technologies to show the aerodynamic properties of the car design. To be able to simulate what the wind creates as a instance, the car design must be rendered through and simulated with air as a medium for particles to be defined. This simulation almost always requires some form of Eulerian Viewpoint or Semi-Lagrangian viewpoint to make possible. The same could be said about the way we create architecture and space around certain buildings. I also think that this could be applicable in industrial design as the way sound, light and wind is becoming a ever growing part of the way we live with how we are able to access music and have immense number of displays in our lives. For example, I think that the process of way things are simulated in computer graphics can change the way designers use CAD software to create household items such as spoons or mugs to show the dissipation of heat or the capacity of liquid that can be held.