**3DSMAX**

**Lab Nine: Liquid Simulation**

**Due Date. Nov. 14 @ 11:59 PM**

In this lab, you are requested to follow and complete the following tutorial:

* Water Simulation:

<https://www.youtube.com/watch?v=J_7_Ecw2hjo>

**To submit:**

1. Once finished, select a good perspective and capture a movie (AVI) from your animation.
2. Submit the animation file along with your original .max file separately through blackboard before the deadline, i.e. **DO NOT ZIP THEM.**

**Note: Late submissions will receive zero grade.**