

Final Project - Physics Fluid Simulation

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Iteration 02

Github Repository: <https://github.com/pablosabaterlp/EECE2140FinalProject.git>

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1 Project Objectives

- Utilize smooth particle hydrodynamics approach for fluids
- Simulate a fluid randomly flowing
- Implement an interactive element (i.e click to place fluid, manipulate fluid by clicking it)

2 Basic Functionalities

- Fluid is made of a lot of small circles which represents a particle of the fluid
- Each particle is affected by gravity, collisions, and pressure
- Each particle has velocity and viscosity(?) properties to affect its motion
- The fluid has a density property that is a representation of how closely packed particles are in a certain space (the more particles there are in a smaller space, the more dense the fluid is)

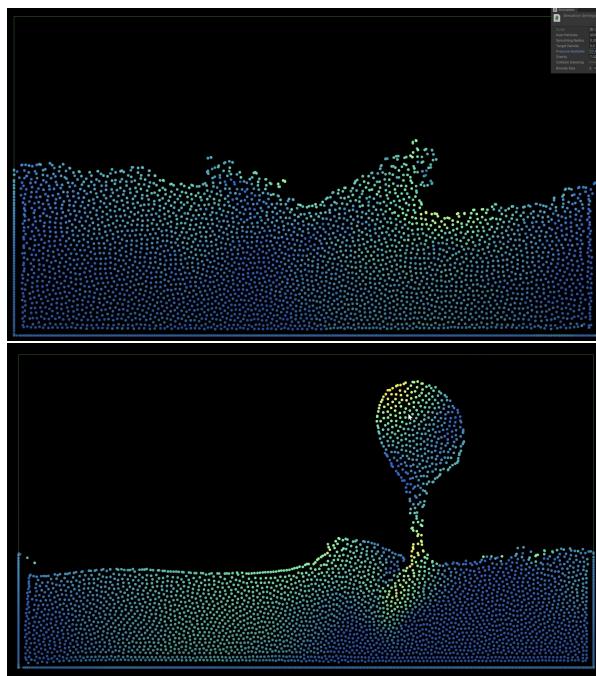


Figure 1: Sebastian Lague Video