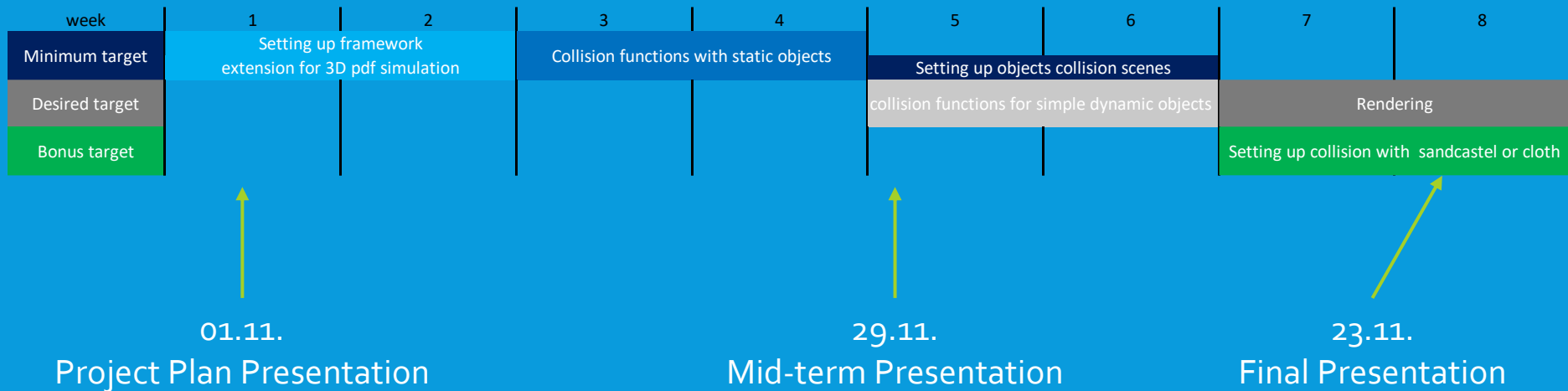


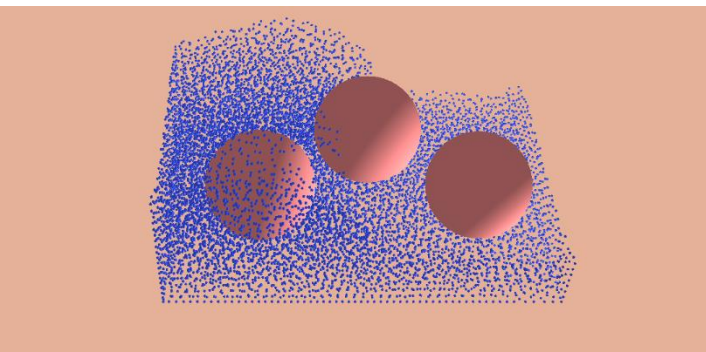
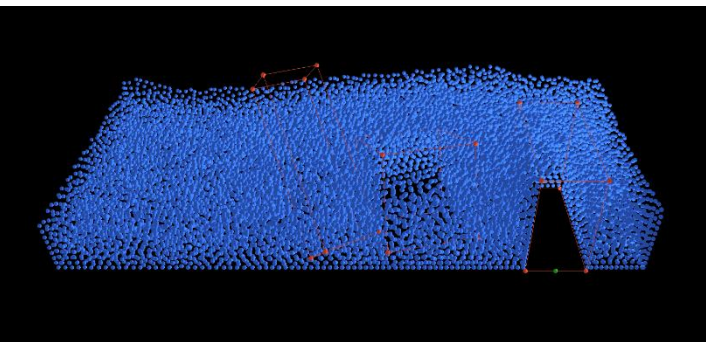
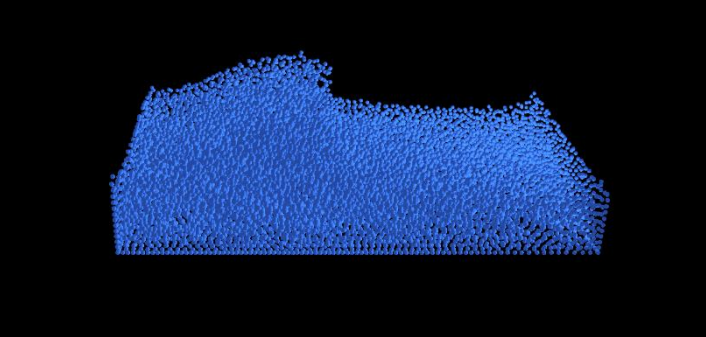
# PHYSICALLY-BASED SIMULATION: POSITION-BASED FLUID

Group 8

*Yufeng Xiao, Mingjie Li, Sebastian Heckers*

# TIMELINE



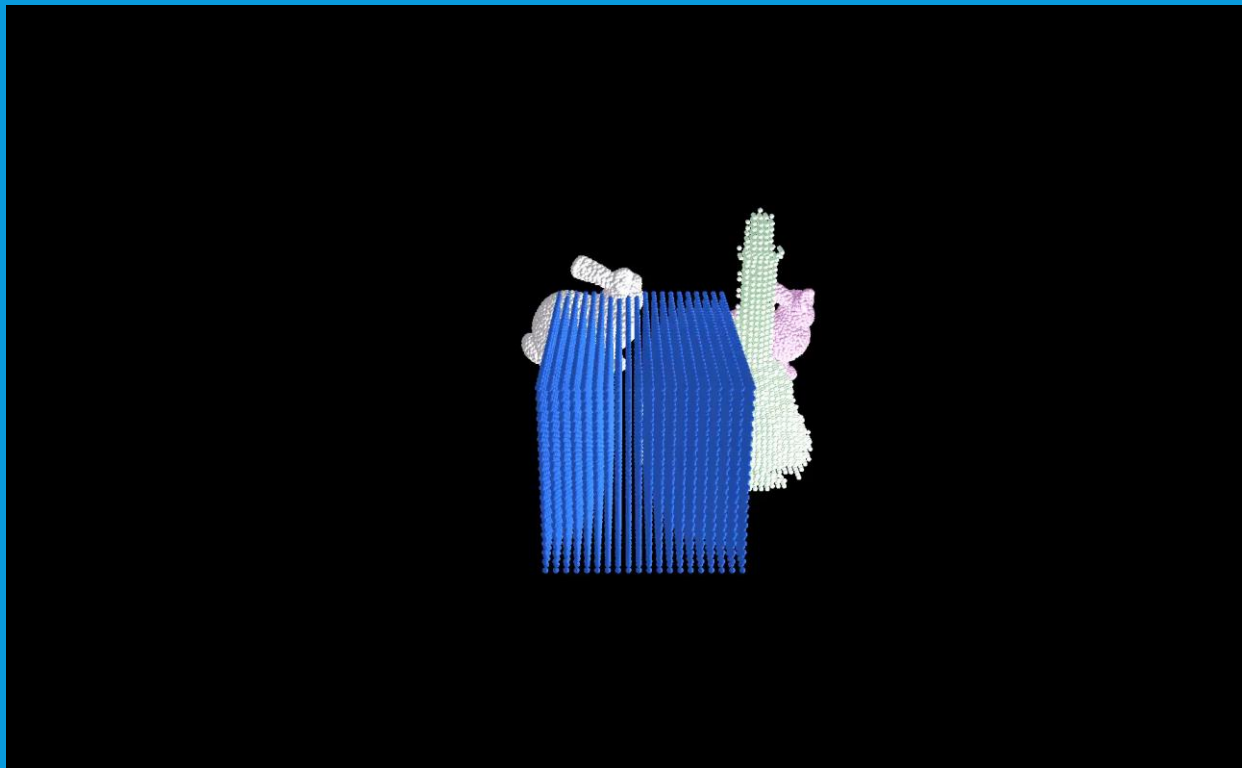


# PROJECT MILESTONE

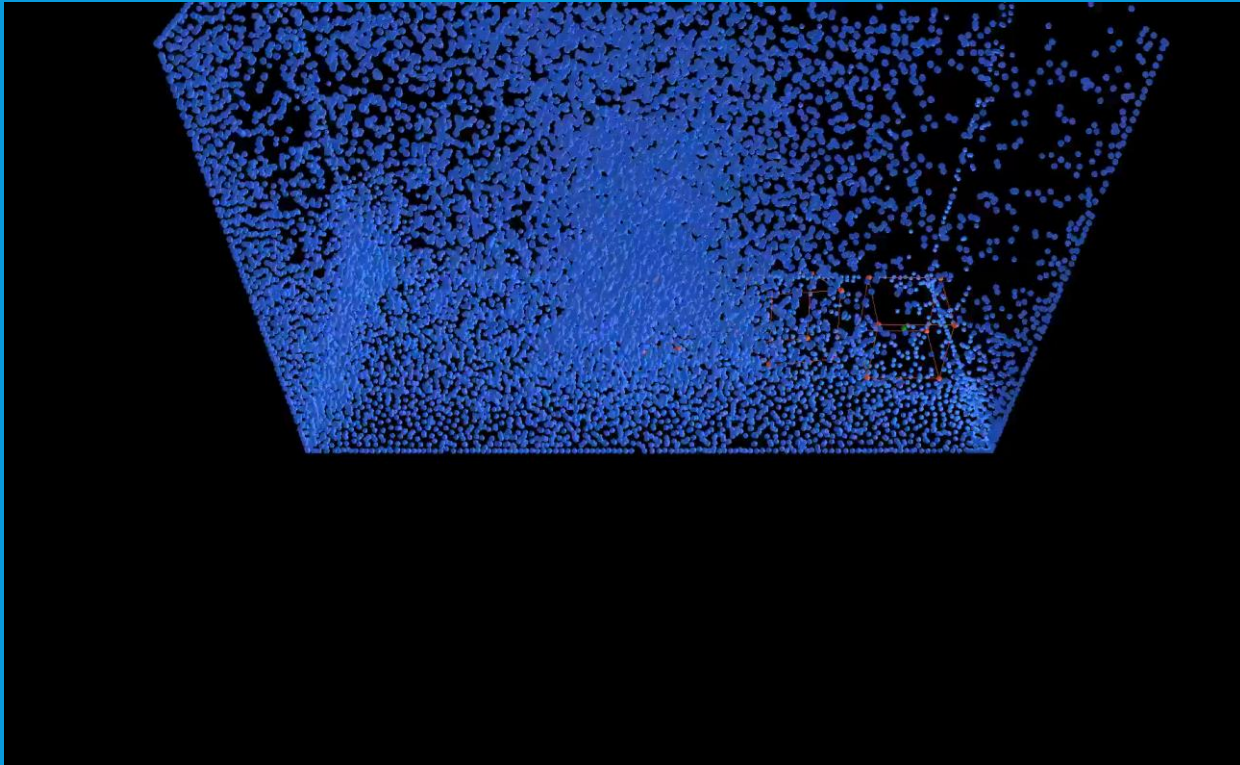
Implementation of the minimal target:

- Position-based Fluid
- Box collision
- Sphere collision

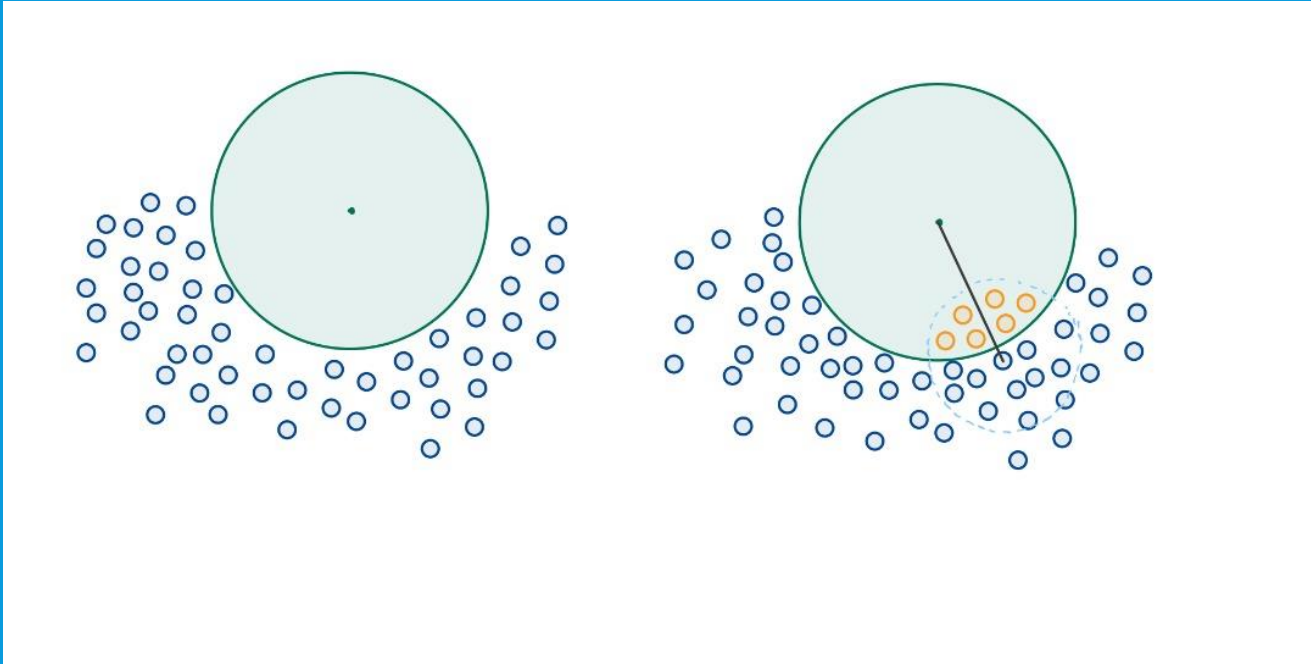
# UNIFIED PARTICLE REPRESENTATION



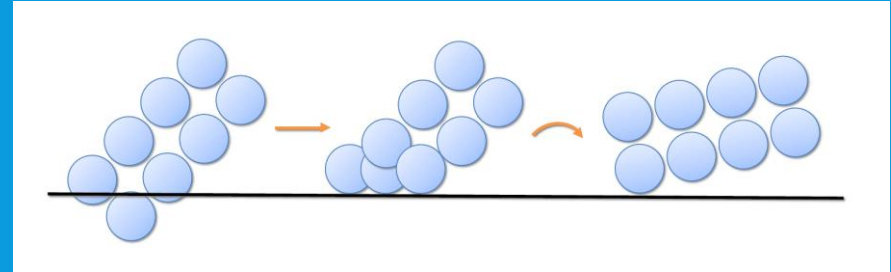
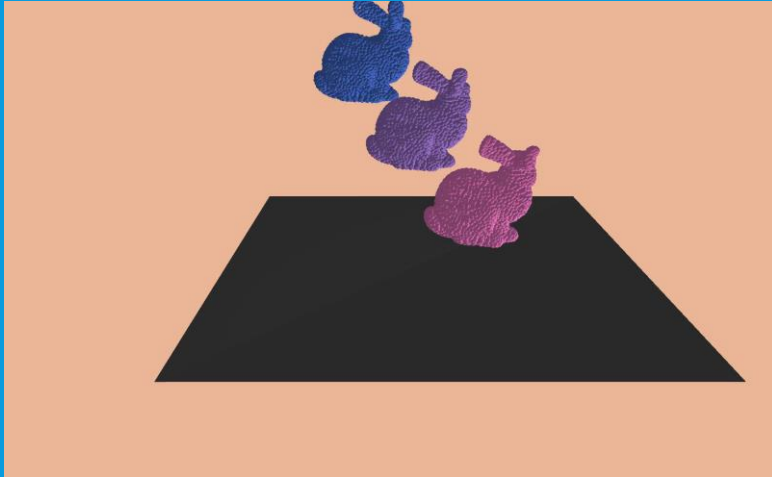
# DYNAMIC COLLISION RESPONSE



# DENSITY ESTIMATION CORRECTION



# PARTICLE MESH RIGID BODY



MACKLIN M., MÜLLER M., CHENTANEZ N., KIM T.-Y.: Unified particle physics for real-time applications. ACM Trans. (July 2014)

# FINAL RESULT

