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A6 Reflection

For this assignment I tried to recreate a strawberry being dipped in a bowl of chocolate. My main goal was getting the fluid to stick to the object after animating dropping it in part-way and then coming back up. This main goal was successfully achieved by using a particle fluid tank. At first I tried to use just a particle fluid object but then ran into issues with containers, so the tank was the best option. I made the liquid highly viscous and cranked up the stick to surface parameter. I couldn't make it too viscous because then it would pull way too much of the tank fluid with it, so I had to find the right value where it interacted with the surface tension just enough. This gave a nice effect of the chocolate on the surface being not entirely uniform.

The main issue I ran into was with the physics of the tank after the object is pulled out. Reference images show that the high surface tension brings up the chocolate with the strawberry, but then it drizzles off and the drizzle and air bubble left over don't create a splash. I tried using the gas temperature node to fix this, but was not able to get the water to successfully change temperature and stick to the surface of the object at the same time. I somewhat achieved this by increasing the density and mass scale a huge amount to get the liquid as heavy as possible without completely coming off the object. I also turned on the use boundary layer and use water line to somewhat hide the boundary volume collection. With this there is still a ripple but it is much smaller and less violent than before.