

STEFANI CHRYSOSTOMOU

PERSONAL INQUIRY

“THE SIMULATION OF FLUIDS WITH HIGH VISCOSITY”

MADE 2016/17

Key References:

Jie, TAN, and YANG Xubo†. *Physically-Based Fluid Animation: A Survey*. China: SCIENCE IN CHINA PRESS, 2008. Web. 24 May 2017.

Tan Jie and Yang Xubo are members of the Department of Computer Science at Shanghai Jiao Tong University. Their paper “Physically-based Fluid Animation” gives an informative overview of the different physically based fluid methods, such as Lagrangian, Eulerian and Lattice Boltzmann. Furthermore, they analyse different fluid types including viscous fluids.

Seymour, Mike. "The Science Of Fluid Sims". (2011): n. pag. Web. 24 May 2017.

Mike Seymour is an award winning Film producer. His article “The science of Fluid Sims” briefly explains the importance of fluid simulations in Visual Effects. The article includes a helpful explanation of the Navier Stokes Equations and the different approaches to simulating fluids including FLIP and Naiad which he believes is efficient in simulating viscous fluids.

M. Cimbala, Professor John. "Fluid Mechanics Learning Modules". *Mne.psu.edu*. Web. 24 May 2017.

Fluid Mechanics Learning Modules has been created by Professor John M. Cimbala from Penn State University. The modules include a helpful introduction to fluid mechanics, the different methods of fluid visualisation and similar concepts.

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Fischer, Matthias Muller. *Figure 12: Real-Time Eulerian Water Simulation*. 2011.
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Solomon, Justin.

Figure 11: Lagrangian Fluid. 2012. Web. 24 May 2017.