

Annotated References and Resources

Bielik, A., 2005. Charlie and the Chocolate Factory: Burton Eye Candy. *Animation World Network*. Available from: <http://www.awn.com/articles/production/icharlie-and-chocolate-factoryi-burton-eye-candy/page/2,1> [Accessed 13 May 2010].

An in-depth interview on two leading fluid dynamic experts and how fluid dynamics will affect the movie industry. Secondary source to explore the process of creating the chocolate river.

Digital-Tutors.com, 2006. *Introduction to RealFlow4* [DVD] [Accessed 19 April 2010].

An introduction to RealFlow. Used the tutorial in the video to create own example of fluid simulation in RealFlow.

Fluid Dynamics on the Big Screen, 2008. *ANSYS Advantage*, 2 (2), 52-53. Available from: <http://www.ansys.com/magazine/issues/06-12-2008-ansys-advantage/01-outsidethebox.pdf> [Accessed 13 May 2010].

This article researches on the impact of fluid dynamics for feature films and the technological advantages it has.

Flores, L. and Horsley, D., 2009. *Underground Cave Sequence for Land of the Lost*. In: *SIGGRAPH 2009*, Aug 3-7, 2009, New Orleans, Louisiana.

A detailed breakdown of how Rhythm & Hues Studio created the water sequence for Land of the Lost. Used for technical aspects on how fluid simulations were created in the movie.

Horvath, P. and Illes, D., 2007. *SPH-Based Fluid Simulation for Special Effects*. *The 11th Central European Seminar on Computer Graphics*, 23-25 April 2007 Budmerice, Slovakia.

Article discusses the method of creating Houdini fluid plugin and how SPH based fluid works. Used this resource to gain a better knowledge of SPH based fluids.

Kelager, M., 2006. *Lagrangian fluid dynamics using smoothed particle hydrodynamics*. Department of Computer Science, University of Copenhagen.

Detailed paper discusses different methodologies of fluid dynamics in computer science with a focus on the Lagrangian method. Used this resource to distinguish the differences between the different types of fluid simulation methods.

Müller et al, 2005. *Particle-Based Fluid-Fluid Interaction*. In: *Eurographics/ACM SIGGRAPH symposium on Computer Animation*.

Article discusses particle based fluid SPH and the interactions amongst each other using mathematical approach. Used this resource to study the particle based fluid.

Plantec, P, 2005. Fluid Dynamics: A Look at Two Giants. *Animation World Network*. Available from: <http://www.awn.com/articles/technology/fluid-dynamics-look-two-giants> [Accessed 13 May 2010].

An in-depth interview on two leading fluid dynamic experts and how fluid dynamics will affect the movie industry. Used to explore the impact of fluid dynamics on today's cinema.

SideFX.com, 2005. *The Moving Picture Company Uses Houdini to Make Chocolate River Flow*. Available from: http://www.sidefx.com/index.php?option=com_content&task=view&id=416&Itemid=9 [Accessed 13 May 2010].

Customer story from MPC on how Houdini was used to create the chocolate river. Used for technical breakdown on the fluid simulations were made.

Stasiuk, M, 3009. RealFlow Case Study: The Curious Case of Benjamin Button. Available from: <http://www.facebook.com/notes/fusion-ci-studios/benjamin-button-underwater-explosion-realflows-first/31412424990> [Accessed 13 May 2010].

A detailed breakdown of how Asylum VFX generated fluids in each fluid occupied shot. Used this resource to understand the methods of creating fluid simulations and effects.