

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.