

Reference List 3/17/15

## **Eulerian finite difference based approach to solving Navier-Stokes equations**

Foster, Nick, and Dimitri Metaxas. "Realistic animation of liquids." *Graphical models and image processing* 58, no. 5 (1996): 471-483.

<http://www.cbim.rutgers.edu/dmdocuments/gmip96%20Foster.pdf>

## **Making it stable**

Stam, Jos. "Real-time fluid dynamics for games." In *Proceedings of the game developer conference*, vol. 18. 2003. <http://www.autodeskresearch.com/pdf/GDC03.pdf>

## **SIGGRAPH 2007 Course**

[Robert Bridson](#) and [Matthias Müller-Fischer](#), "Fluid Simulation for Computer Animation"  
<http://www.cs.ubc.ca/~rbridson/fluidsimulation/>