

15-464/15-664 Reference List for February 25, 2019

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>

SPH Introductory paper

Müller, Matthias, David Charypar, and Markus Gross. "Particle-based fluid simulation for interactive applications." In *Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation*, pp. 154-159. Eurographics Association, 2003. <https://dl.acm.org/citation.cfm?id=846298>

SIGGRAPH 2007 Course (Introductory)

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

SIGGRAPH 2011 Course (Advanced)

Chris Wojtan, Matthias Müller-Fischer, and Tyson Brochu, "Liquid Simulation With Mesh-Based Surface Tracking" <http://dl.acm.org/citation.cfm?id=2037644>