

Fluid Engine Development

By Doyub Kim



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From the splash of breaking waves to turbulent swirling smoke, the mathematical dynamics of fluids are varied and continue to be one of the most challenging aspects in animation. **Fluid Engine Development** demonstrates how to create a working fluid engine through the use of particles and grids, and even a combination of the two. Core algorithms are explained from a developer's perspective in a practical, approachable way that will not overwhelm readers. The Code Repository offers further opportunity for growth and discussion with continuously changing content and source codes. This book helps to serve as the ultimate guide to navigating complex fluid animation and development.



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Editorial Review

About the Author

Doyub completed his B.S. and Ph.D. from Seoul National University. His doctoral research focused on physics-based animation and high-performance computing. After completing his doctoral study, he worked at Carnegie Mellon University as a post-doctoral researcher and U.C. Berkeley as a visiting researcher. Then he started his industry career at Microsoft to work on 3D maps, and later he joined Uber Maps Research team.

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