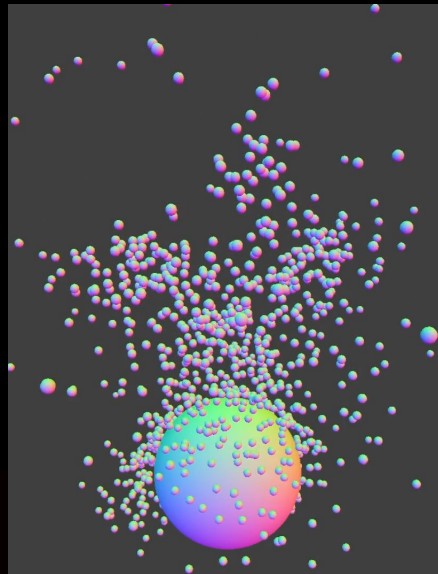
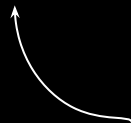


Teatime! Milestone

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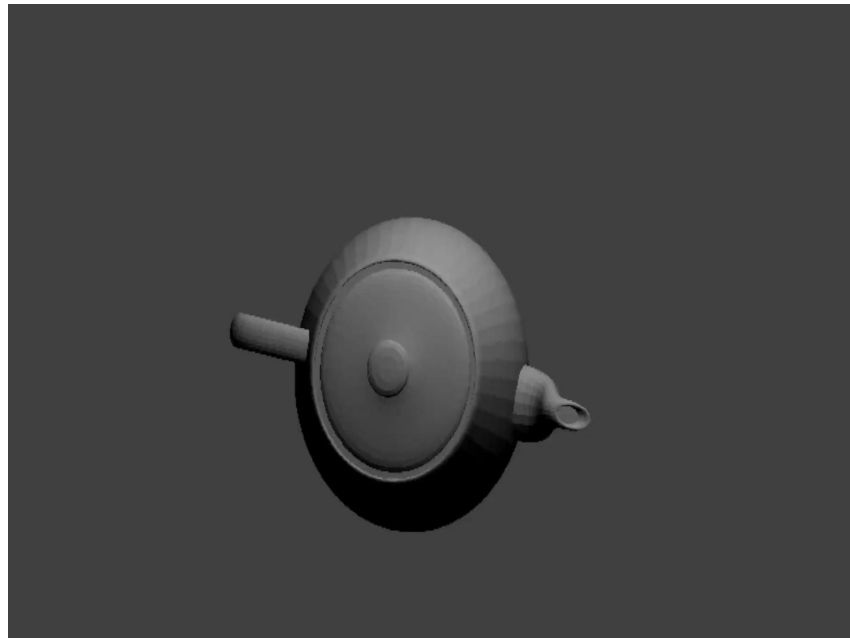
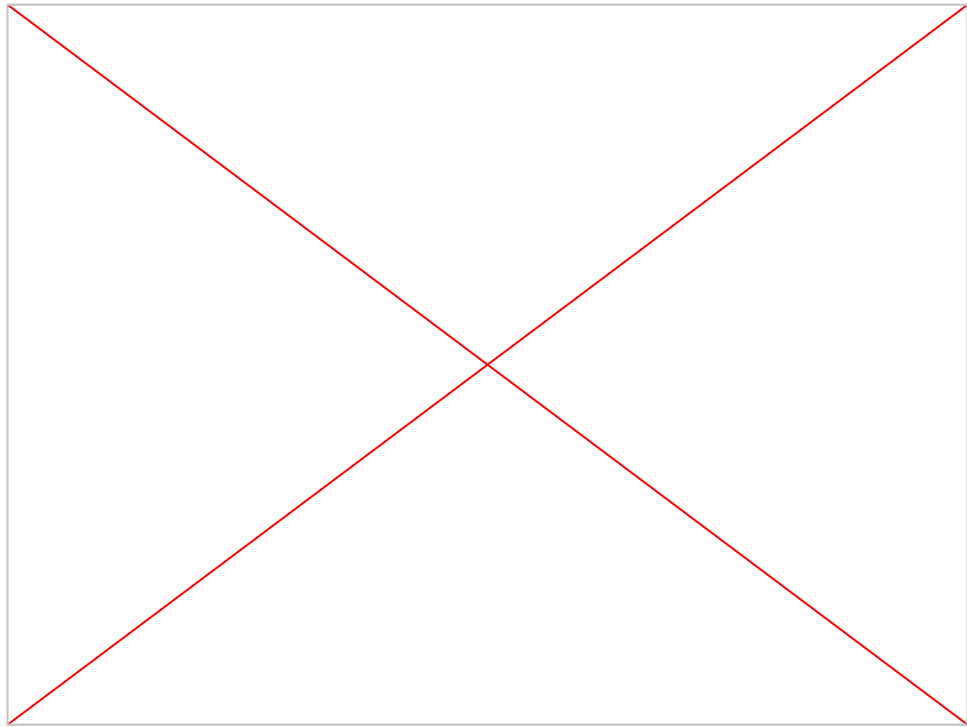
THE PROGRESS



THE VISION



Video



Milestone Accomplishments

- Setup project infrastructure based on homework 4
 - pointMass: particle
 - Cloth: fluid
- Implemented Navier Stokes equations for Smoothed Particle Hydrodynamics
- Implemented Nearest Neighbors Acceleration Structure
- Created a binary STL renderer

Next Steps

- Integrate the HW4-based fluid simulator with the STL renderer
- Surface Reconstruction (via Marching Cubes, metaballs)
- Handle more particle-scene collisions (i.e. teapot)
- Implement more surface textures (i.e. ceramic teapot)