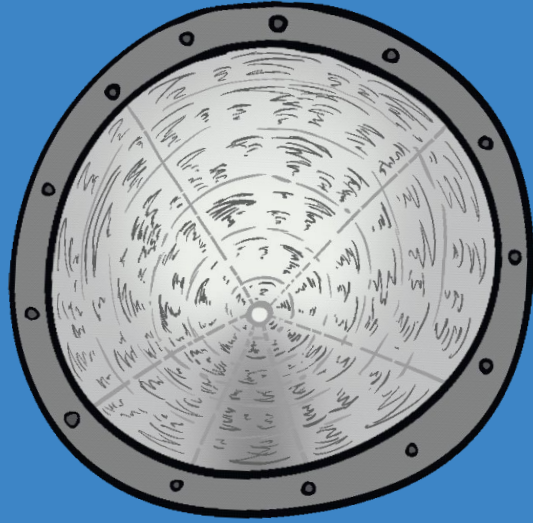


Fluid Dynamics

By: Erin A.
June 2020







Water Physics

CGI

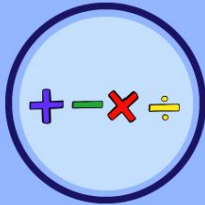
VS.

2D Animation

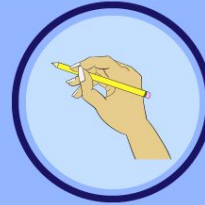


Computer generated using 3D modeling software

Commonly used in films

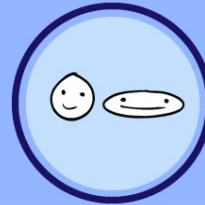


Uses mathematical formulas to create realistic looking water

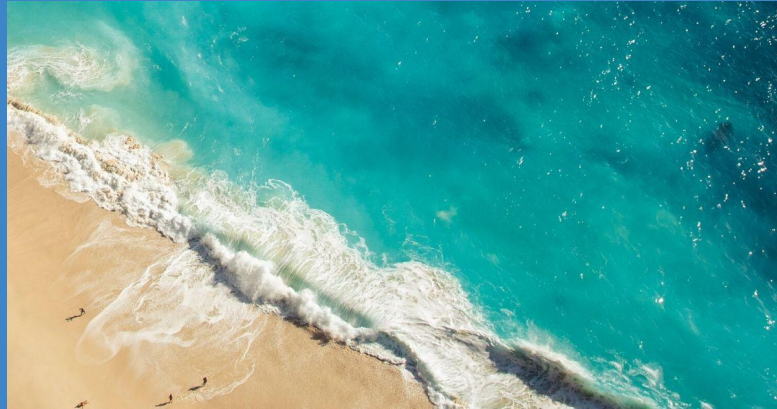


Hand drawn and uses frame by frame animation

Commonly used in children's movies and shows



Uses the squish and stretch animation principle to exaggerate the animation





Sea You Later!