

## Exercise 4 – Simulated Studio with Grain or Flip Solver

**NAME OF ARTIST :** \_\_\_\_\_ **Grade: Letter (percent)** \_\_\_\_\_

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*Goals:*

*This assignment will focus on the student using grain and/or flip fluids solver to create sand/snow or a water effect.*

*Requirements:*

*Create an effect as specified in class, emphasis would be placed on making it look believable and experimenting with rendering options and lighting.*

Criteria: 80, then marks added if extra extensions, taken away for requirements not meet  
5% - will be subtracted if proper naming conventions for submission are not used or parts are missing or if it is late.

There will be three categories of assessment:

Aesthetic  
Behavior  
Technical

These will be given letter grades in accordance with SCAD letter grade standards. These will then be averaged together to achieve a final grade.

Please include a readme – or better still, a breakdown (in word document or web/html form).

Making the fountain have believable behavior as well as making it look like water/fluid are both important in this assignment. Although no separate categories exist explicitly, organization, clarity and presentation count.

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Requirements:

Aesthetic – Letter Grade

Comments:

Behavior – Letter Grade

Comments:

Technical – Letter Grade

Comments:

Comments: these comments are not intended to be all inclusive of the results discussed in class