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Thread: [Fluid Dynamics Improvements over the past decade](#)

webdev77 - April 23, 2013, 5:29 pm

Here is a very interesting thing to think about. We still cannot properly perfectly simulate fluid dynamics using even the best of hardware and software combinations, but we are getting much much closer.

Here is where we are at now:

[Video: <http://www.youtube.com/watch?v=6WZZARzpckw>]

This video is supposedly recorded "live" using a gtx 580, meaning it's not a rendered video. It is all being shown in real time using some type of sdk similar to nvidia's PhysX sdk. If you don't know what that means, it essentially means that you will likely see better water dynamics in games. This could be used for things such as making only certain sections of a floor slippery from water or realistically moving a boat around on water. Endless possibilities really, but it's a pretty cool thing to think about.

Your thoughts on where this will go?

Spoosh - April 23, 2013, 5:58 pm

Cool video. I can see computers and software going so far in the future. I cant imagine what the world will be like when im like 70. ha ha