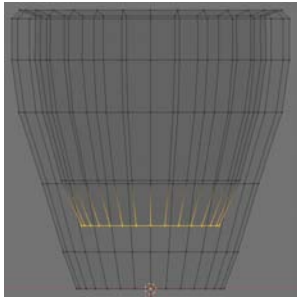
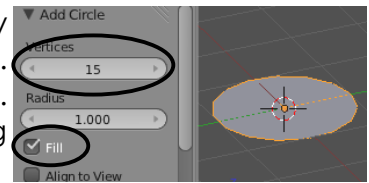
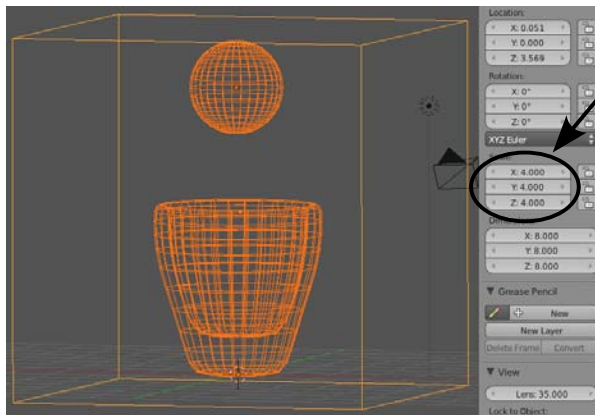


Make a Splash- Fluids Practice Activity

Let's make a new Blender file and call it "**Splash**". Start by deleting the initial cube in the top view and adding a Circle. Set the circle settings to 15 vertices and click the "**Fill**" button. We will be making a small cup using this circle and keeping the mesh simple will help with the fluid physics.

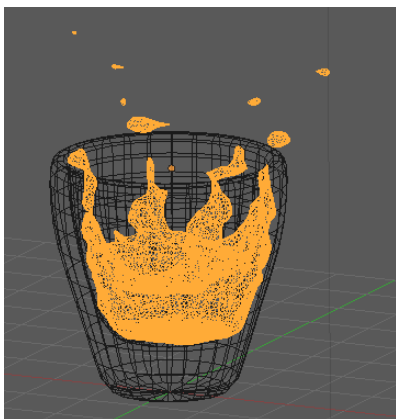


Switch to a front view and begin extruding and scaling the circle to shape a simple cup. When you reach the top, scale the vertices inward and shape the interior of the cup. Again, keep the cup simple so our fluids simulation remains relatively manageable. After you model the cup, go to the Modifiers panel and add a Subdivision Surface modifier, also hit "Smooth" in the Tool Shelf.



Now it's time to add a cube and scale it to 4.00 units using the "**N**" key. Center the cube up around the cup. After adding the cube, add another UV Sphere and place it above the cup, *but still within the cube*. Remember, all animation must remain within the domain (cube). Check all views to make sure the sphere is contained in the cube and over the cup.

Before we animate, go to the Render panel and change the End Frames of the animation from **250** to **70**. Now, go to the Physics panel and enable Fluids. Set the Cup as an **Obstacle**, the Sphere as the **Fluid**, and the Cube as the **Domain**. With the cube selected, press the "**Bake**" button and wait for the animation to calculate. After calculations, press "Alt-A" to check the animation. If it doesn't work well, hit "Ctrl-Z" to get back to the point where you see the cube again and experiment with some of your settings. If everything worked well, add some nice materials to your objects. Place the sphere into an unused layer (M key) and Subdivision Surface the water.



**** Call the instructor when finished ****