



Figure 1. Imitation of "X-Men: First Class (2011)" (Below, FluX3)

- 27M Particles, 29M Polygons, 4.7 min/frame for Dynamic Simulation, 1 min/frame for Surfacing with 48 cores



Figure 2. Jumping Shark (FluX3)

- 189M Particles, 150M Polygons, 7.3 min/frame for Dynamic Simulation, 3 min/frame for  $2K^3$  Surfacing with 200GB Memory



Figure 3. ROBOTA (FluX1)

- Development and Simulation Support, Produced by Atomic Fiction



**Figure 4. Flood Waters (FluX2)**

- 30M Particles, 32M Polygons, 7 min/frame with 16 nodes (128 cores)



**Figure 5. Super Backkom (FluX1)**

- Development and Simulation, Produced by RG Animation Studios



**Figure 6. Coocooya (FluX3)**

- Development and Simulation



Figure 7. Galloping Horse (FluX1)

- Development and Simulation, 32M Particles

Avatar (<http://youtu.be/18mnVh1lPZU>)



Figure 8. Avatar

- Real-Time Avatar Creation and Expression Control in Mobile Environment

FLUID WAR (<http://youtu.be/ecjHS9WmRJg>)



Figure 9. Avatar

- Real-Time Physics-based Fluid Simulation Mobile Game (iOS)