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)