TPA 7: Simulating Flow (water) Patterns

Objective:

Simulating flow patterns due to:
   i. Sea waves hitting land
   ii. Two waves interacting or intersecting
   iii. Water release from reservoir creating a gush of waves (as in flood), and passing through a curvilinear way (river, canal).

Output:

References:

   http://doi.acm.org/10.1145/2421636.2421638


http://www.huffingtonpost.co.uk/2013/04/25/water-simulation-from-physx_n_3152949.html
