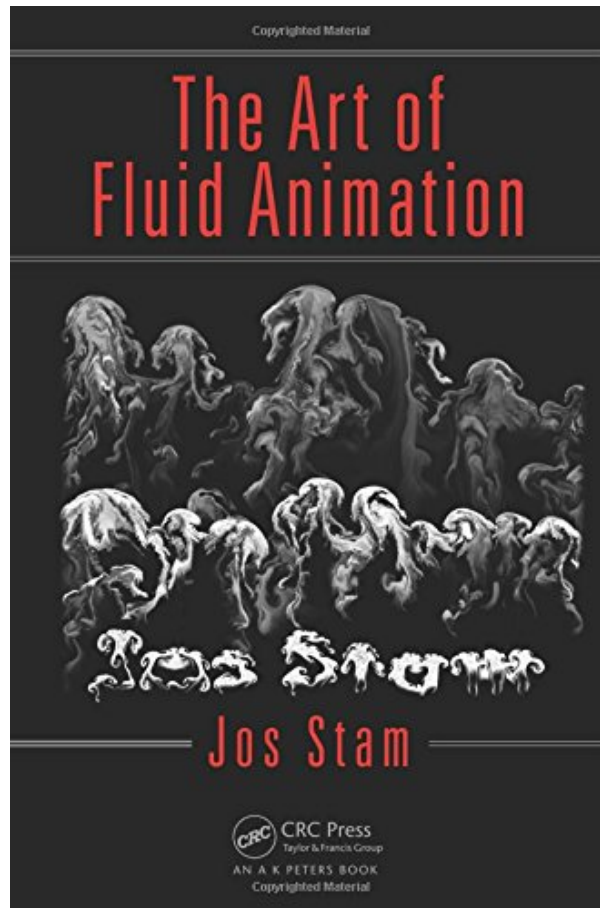


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About the Author

Jos Stam is a senior research scientist with Autodesk. He was born in the Netherlands and educated in Geneva, Switzerland, where he received dual bachelor degrees in computer science and pure mathematics. In 1989 he moved to Toronto, where he completed his master's and PhD in computer science. His research spans several areas of computer graphics: natural phenomena, physics-based simulation, rendering, and surface modeling, especially subdivision surfaces. He has published papers in all of these areas in journals and at conferences. In 2005 he received the SIGGRAPH Computer Graphics Achievement Award, one of the most prestigious awards in computer graphics. He also won two Technical Achievement Awards from the Academy of Motion Picture Arts and Science and has been featured in Wired magazine.

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This book includes computer code that readers can download and run on several platforms so they can extend their work beyond what is described in the book. The material provided here is designed to serve as a starting point for aspiring programmers to begin creating their own programs using fluid animation.

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This is a great book. Computational fluid dynamics is not easy and there are very few, if any, math or physics books that cover the material with real implementation in mind - the few I've come across are terribly boring. This is a different kind of book and is a nice supplement to the author's well-known paper on

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