

Immersive Fluid Flow Experience

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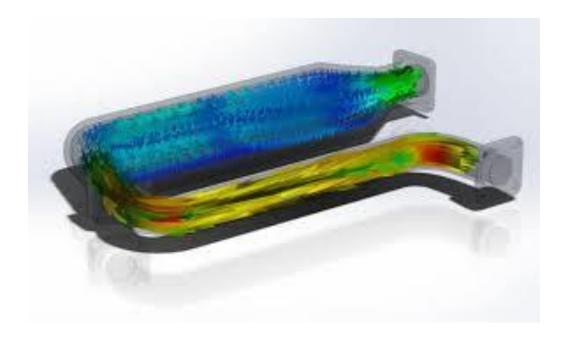
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Computational Fluid Dynamics

 Computational fluid dynamics (CFD) is a branch of fluid mechanics that uses numerical analysis and algorithms to solve and analyze problems that involve fluid flows



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Heavy Computation for Fluid Dynamics

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Problem: Teaching fluid dynamics can ironically get very dry very fast.

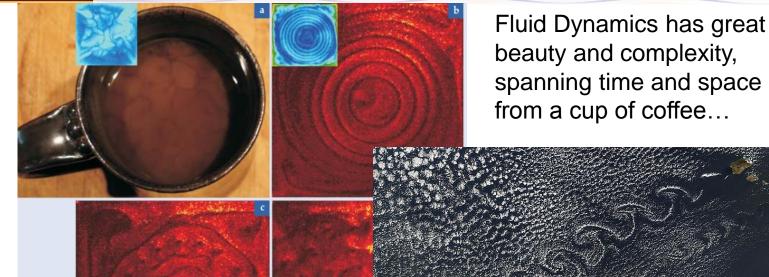
(Navier-Stokes Equation)

$$\overbrace{\rho\Big(\underbrace{\frac{\partial \mathbf{v}}{\partial t}}_{\text{Unsteady}} + \underbrace{\mathbf{v} \cdot \nabla \mathbf{v}}_{\text{acceleration}}\Big)}^{\text{Divergence of stress}} = \underbrace{\underbrace{-\nabla p}_{\substack{\text{Pressure} \\ \text{Spreadient}}}^{\text{Divergence of stress}} + \underbrace{\mathbf{f}}_{\substack{\text{Other body} \\ \text{body} \\ \text{forces}}}^{\text{Other pressure}}$$

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Complexity of Fluid Dynamics



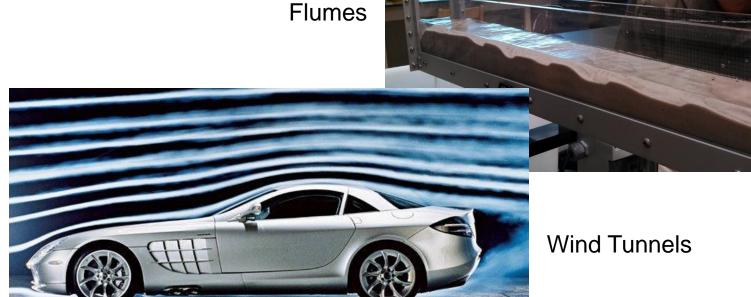


...to cloud patterns off the Cape Verde Islands

RESEARCH

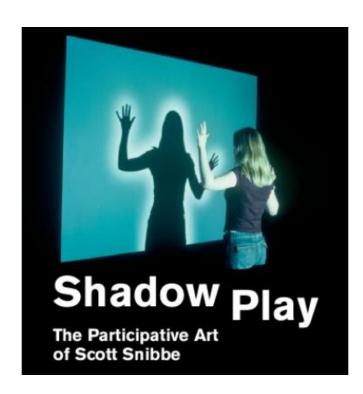
How to Demonstrate Fluid Dynamics

Demonstrating fluid dynamics can involve expensive and/or messy equipment

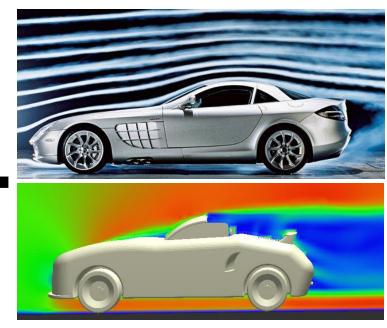


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Conception of Idea



Interactive shadow art

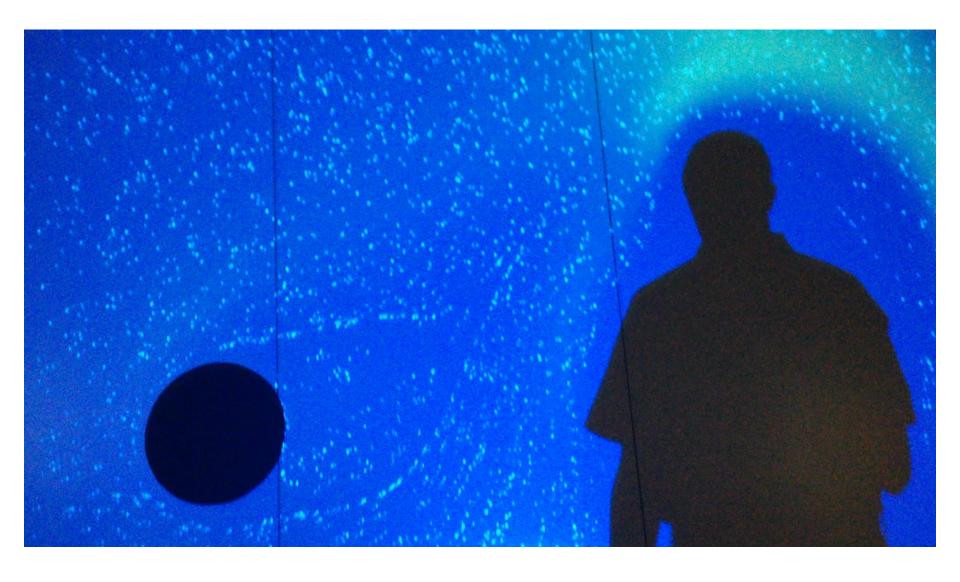


Ecomodder.com / spyderchat.com

Wind tunnel
 visualizations, physical
 (smoke) and digital
 simulations

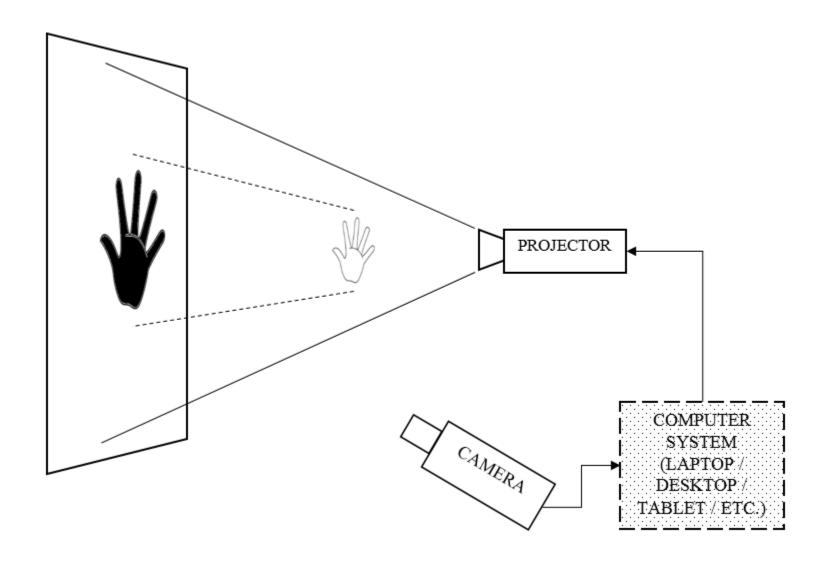


Solution: The Immersive Fluid Flow Experience



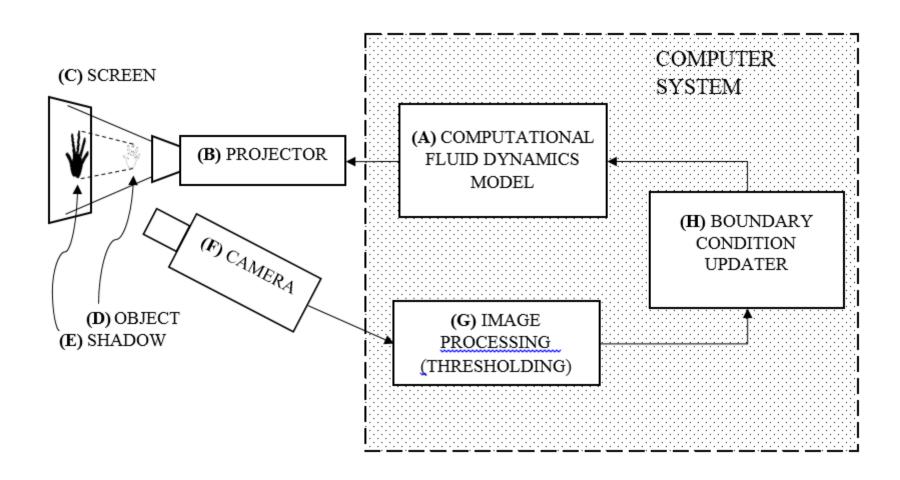


Schematic Drawing: Set up



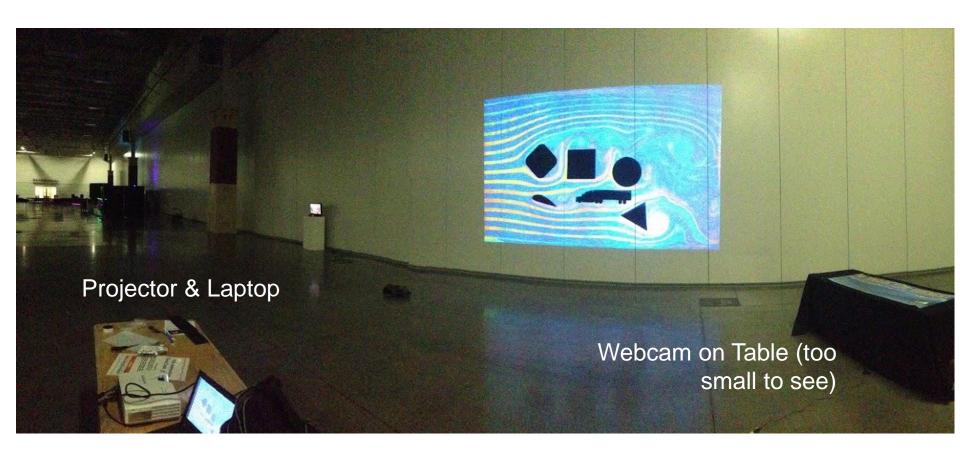


Schematic Drawing



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Field Test: Maker Faire 2015



Things looked pretty straightforward. But then the kids showed up...



Live Videos

https://www.youtube.com/watch?v=cLQ98Wizx7Y

https://www.youtube.com/watch?v=NG2vbz3hODc&feature=youtu.be

https://www.youtube.com/watch?v=OO6Ywrq4brA&feature=youtu.be



Equipment Required



- Good laptop or desktop computer
- Projector
- Webcam
- Screen or wall to project on
- Shapes were simply cut from poster board material and stick-on magnets were applied

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Market Opportunity

- Science/Art Museums
 - In 2007 children's museums attracted 30 million visitors annually
 - Museums spend more than \$2B per yr on educational activities; typically ¾ of budget on K-12
 - 25,000 museums in US in 2014
- Classrooms
 - Physics
 - Architecture
 - Water related courses/Engineering
 - Interactive Art Courses
- Airports for entertainment
 - Over 5200 public airports in US alone in 2013
- Music industry/entertainment



Looking for Partners

 Licensees in the interactive display, educational products, or digital out of home advertising to offer this technology to a wider audience including airports



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