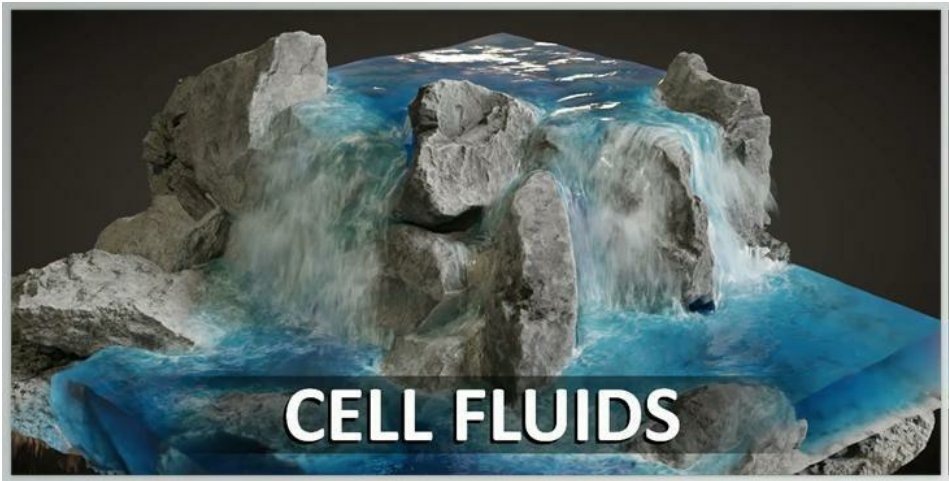


Blender Market – Cell Fluids v1.6.1

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Blender Market – Cell Fluids v1.6.1: CellFluids represents an innovative Geometry Nodes addon designed for fluid simulation. The simulation operates in a unique "2.5D" fashion, utilizing the scene's height field as a foundation. The process involves a 2D grid mesh that undergoes simulation, accompanied by applied displacement for enhanced realism.

- Swift and interactive fluid simulations
- Produces realistic fluid dynamics
- Lightweight and minimizes resource usage
- Compatible with both Eevee and Cycles (External engines not supported)
- Capable of baking fluid states into static meshes with flow maps

Limitations:

- Incapable of simulating complex and multilayered fluids, functioning primarily as a plane with displacement.
- Challenging for interior scenes such as caves and tubes.
- Not particle-based, resulting in simulations that may not be fully physically accurate.
- Caution is advised with sharp-edged ground geometry, as it may protrude from the fluid in certain instances.
- Ground geometry lacks animation support.
- Absence of viscosity support in simulations.
- Inability to export simulations to other software or game engines.

Update 1.5:

- Improved visuals and updated textures.
- Enhanced simulation algorithm, now capable of simulating small splashes.
- Additional controls for foam, noise displacement, splashes, and effectors.
- Introduction of dynamic grounds, allowing real-time animation for generating waves and blocking/unblocking fluid.
- Conversion feature for updating fluids from the old version to the new one.



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