3D Simulation with Blender

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Skipping Stones	A School of fish
1 Purpose	1 Purpose
Skipping stones is familiar to us. We tried to search the best incidence angle and speed.	We couldn't reproduce skipping stone. We thought we could simulate a school of fish. We inspected the benefit of school in terms of survival.
2 Hypothesis	2 Hypothesis

- The best incidence angle is 15 degrees based on previous studies.
- 2 As the incident speed becomes faster, the number of times of skipping increases.

3 Experiment

 The first picture shows how the rigid body affects the fluid. However, we couldn't find any change of movement of the rigid body caused by the reaction.



- ② The second picture shows the rigid body reflected back by the reaction from the domain. But, it wasn't from the fluid.
- ③ The third picture shows the fluid displayed in a particle system. However, the rigid body wasn't affected by the reaction from the fluid, either.







4 Result and Consideration

The rigid body affected the fluid. However, the fluid didn't affect the rigid body in Blender. Therefore, we abandoned the experiment of skipping stones by using Blender.

5 Outlook

We had no choice but to give up skipping stones in Blender, while we can probably reproduce it by other software. Making a school of fish has some advantages based on survival because fish swim in schools in the natural world.

3 Method

Experiment 1

We set the ratio between predators and prey. We set the number of schools and changed the number again.



Experiment 2

We set the number of both of the fish, and changed the number of schools.

We did these experiments because it was easy to appraise the result.

4 Result and Consideration



In these experiments, the survival rate decreased when schools of prey became large. In short, we couldn't find the benefit of school from a viewpoint of survival rate.

5 Outlook

We're going to search the benefits of school of fish from other views.

Background Information Blender2.7 マスターブック 藤堂++ 石の水切りの SPH シミュレーション 永弘進一郎 Blender の易しい使い方