

## The Tar Monster: Creating a Character With Fluid Simulation Supplementary Material



Figure 1: The gray scale painting used to control localized morphing, and a render of the resulting fluid simulation.



Figure 2: A frame from an early test video of the Tar Monster trying to escape the fluid simulation box.



Figure 3: Here the system is applied on top of a level set which is morphing between a hand and the Tar Monster.



Figure 4: A still of the Tar Monster.