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.