

Advanced Assignment A2: Deformable simulation

- Implement some demo of physically-based simulation of deformables.
- Can extend sample code implementing PBD in 2D
 - Extension to 3D
 - Collision between particles
 - Introduce various constraints: angle, volume, Long Range Attachment
 - Shape matching with local regions (FastLSM or adaptive octree)
 - Oriented Particles
- Can implement other approaches (mass-spring systems, FEM)