

# CS-184: Computer Graphics

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## Lecture #21: Spring and Mass systems

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## Today


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- Spring and Mass systems
  - Distance springs
  - Spring dampers
  - Edge springs

# A Simple Spring

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- Ideal zero-length spring

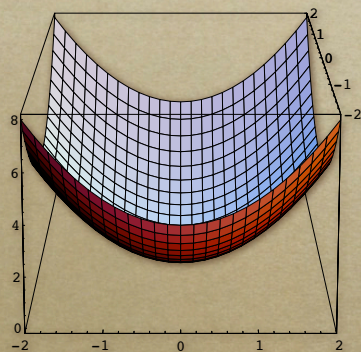

$$\mathbf{f}_{a \rightarrow b} = k_S(\mathbf{b} - \mathbf{a})$$
$$\mathbf{f}_{b \rightarrow a} = -\mathbf{f}_{a \rightarrow b}$$

- Force pulls points together
- Strength proportional to distance

# A Simple Spring

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- Energy potential

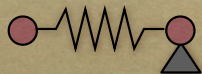


$$E = 1/2 k_S(\mathbf{b} - \mathbf{a}) \cdot (\mathbf{b} - \mathbf{a})$$

$$\mathbf{f}_{a \rightarrow b} = k_S(\mathbf{b} - \mathbf{a})$$

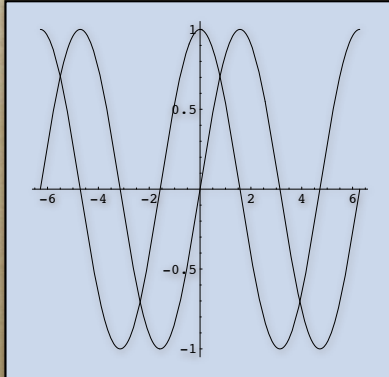
$$\mathbf{f}_{b \rightarrow a} = -\mathbf{f}_{a \rightarrow b}$$

$$\mathbf{f}_a = -\nabla_a E = - \left[ \frac{\partial E}{\partial a_x}, \frac{\partial E}{\partial a_y}, \frac{\partial E}{\partial a_z} \right]$$



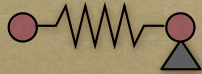
# A Simple Spring

- Energy potential: kinetic vs elastic

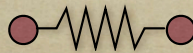


$$E = 1/2 k_S (\mathbf{b} - \mathbf{a}) \cdot (\mathbf{b} - \mathbf{a})$$

$$E = 1/2 m (\dot{\mathbf{b}} - \dot{\mathbf{a}}) \cdot (\dot{\mathbf{b}} - \dot{\mathbf{a}})$$

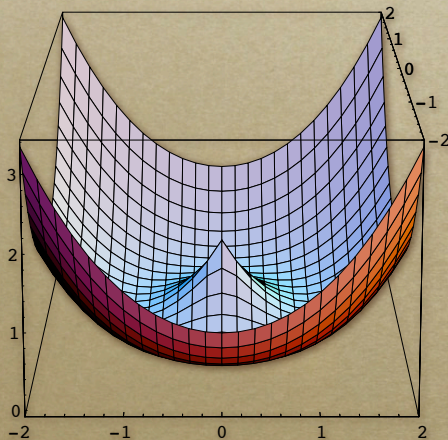


# Non-Zero Length Springs



$$\mathbf{f}_{a \rightarrow b} = k_S \frac{\mathbf{b} - \mathbf{a}}{\|\mathbf{b} - \mathbf{a}\|} (\|\mathbf{b} - \mathbf{a}\| - l)$$

Rest length



$$E = k_S (\|\mathbf{b} - \mathbf{a}\| - l)^2$$

## Comments on Springs

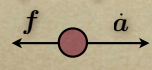
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- Springs with zero rest length are linear
- Springs with non-zero rest length are nonlinear
  - Force *magnitude* linear w/ displacement (from rest length)
  - Force direction is non-linear
  - Singularity at  $\|\mathbf{b} - \mathbf{a}\| = 0$

## Damping

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- “Mass proportional” damping



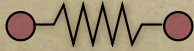
A diagram showing a small pink circle representing a mass. A horizontal arrow labeled  $\dot{\mathbf{a}}$  points to the right from the mass, representing acceleration. A horizontal arrow labeled  $\mathbf{f}$  points to the left from the mass, representing a damping force.

$$\mathbf{f} = -k_d \dot{\mathbf{a}}$$

- Behaves like viscous drag on all motion
- Consider a pair of masses connected by a spring
  - How to model rusty vs oiled spring
  - Should internal damping slow group motion of the pair?
- Can help stability... up to a point

# Damping

- “Stiffness proportional” damping

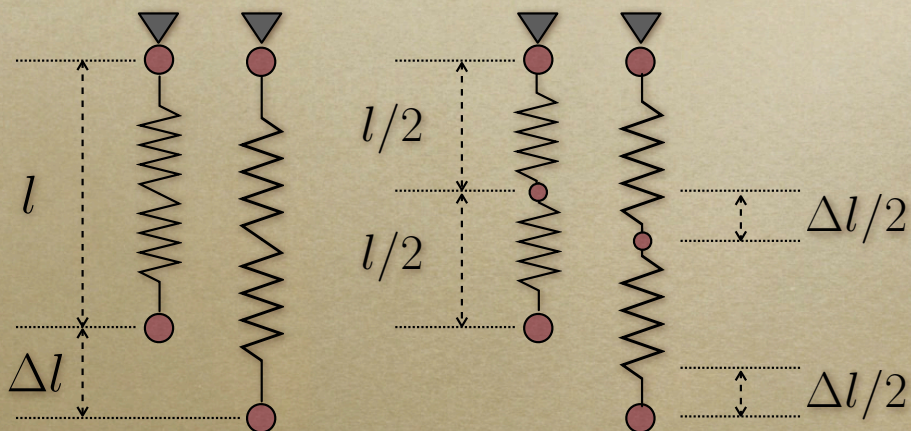


$$f_a = -k_d \frac{b - a}{\|b - a\|^2} (b - a) \cdot (\dot{b} - \dot{a})$$

- Behaves viscous drag on change in spring length
- Consider a pair of masses connected by a spring
  - How to model rusty vs oiled spring
  - Should internal damping slow group motion of the pair?

# Spring Constants

- Two ways to model a single spring



# Spring Constants

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- Constant  $k_S$  gives inconsistent results with different discretizations
- Change in length is not what we want to measure
- Strain: change in length as fraction of original length

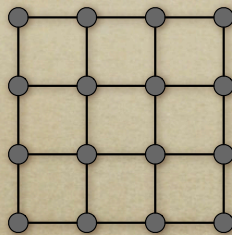
$$\epsilon = \frac{\Delta l}{l_0}$$

Nice and simple for 1D...

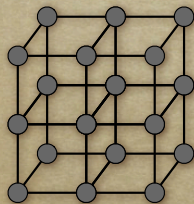
# Structures from Springs

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- Sheets



- Blocks

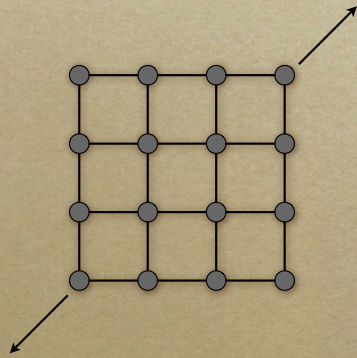


- Others

## Structures from Springs

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- They behave like what they are (obviously!)



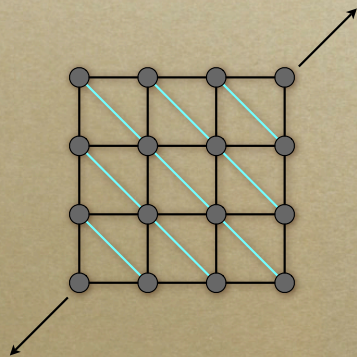
This structure will not resist shearing

This structure will not resist out-of-plane bending either...

## Structures from Springs

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- They behave like what they are (obviously!)



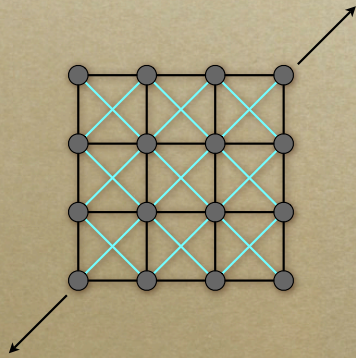
This structure will resist shearing but has anisotropic bias

This structure still will not resist out-of-plane bending

## Structures from Springs

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- They behave like what they are (obviously!)



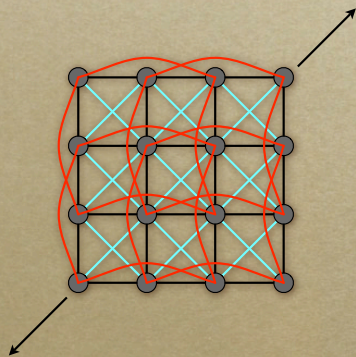
This structure will resist shearing  
Less bias  
Interference between spring sets

This structure still will not resist out-of-plane bending

## Structures from Springs

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- They behave like what they are (obviously!)



This structure will resist shearing  
Less bias  
Interference between spring sets

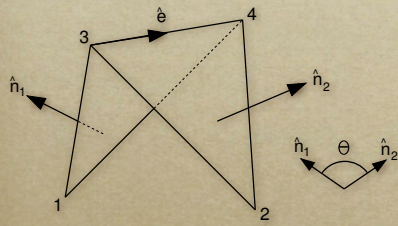
This structure will resist out-of-plane bending  
Interference between spring sets  
Odd behavior

How do we set spring constants?



# Edge Springs

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$$u_1 = |E| \frac{N_1}{|N_1|^2} \quad u_2 = |E| \frac{N_2}{|N_2|^2}$$
$$u_3 = \frac{(x_1 - x_4) \cdot E}{|E|} \frac{N_1}{|N_1|^2} + \frac{(x_2 - x_4) \cdot E}{|E|} \frac{N_2}{|N_2|^2}$$
$$u_4 = -\frac{(x_1 - x_3) \cdot E}{|E|} \frac{N_1}{|N_1|^2} - \frac{(x_2 - x_3) \cdot E}{|E|} \frac{N_2}{|N_2|^2}$$

$$F_i^e = k^e \frac{|E|^2}{|N_1| + |N_2|} \sin(\theta/2) u_i$$

From Bridson et al., 2003, also see Grinspun et al., 2003

# Suggested Reading

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- Physically Based Modeling: Principles and Practice
  - Andy Witkin and David Baraff
  - <http://www-2.cs.cmu.edu/~baraff/sigcourse/index.html>
- Grinspun, Hirani, Desbrun, and Peter Schroder, "Discrete Shells," SCA 2003
- Bridson, Marino, and Fedkiw, "Simulation of Clothing with Folds and Wrinkles," SCA 2003
- O'Brien and Hodgins, "Graphical Modeling and Animation of Brittle Fracture," SIGGRAPH 99