

## **Assignment: Deformable Object Simulation**

Due: March 5, 2012

Objective: Author a program for simulating the behavior of some class of deformable objects and produce a video demonstrating the capabilities of your code.

Details:

You may focus on either solid or thin-shell materials. If you chose to focus on shell-like materials (for example cloth) then you should include some type of bending forces.

You should use a continuum-based formulation. Simple spring-mass systems are boring.

Your demonstration video should include a range of examples illustrating the capabilities of your code. You should also include examples which are reasonably high resolution.

You will likely need some method of dealing with collisions.