An aerial view of a city in ruins, likely from the HBO series Game of Thrones. A large, ornate dome structure is partially destroyed, with debris falling from its sides. The surrounding city is in a state of complete devastation, with rubble and smoke filling the air. In the background, a body of water and distant mountains are visible under a cloudy sky.

# CSC2549 Physics-Based Animation

Game of Thrones | HBO

# Reminders

Assignment #4 is due Friday

<https://github.com/dilevin/CSC2549-a4-cloth-simulation>

Assignment #5 will be live tomorrow, due November 1st

## Graphics Reading Group

Seminar Room in BA5166 (Dynamic Graphics Project)

Wednesdays 11am

# Let's Talk about Final Projects

30% of your final grade

Two components

Presentation – 15% of the mark

Due date: last class

Write up in SIGGRAPH style - 15% of the mark

Due date: 1 week before the end of the exam period

# Final Presentation Guide

***Duration:*** 5-6 minutes with 2-3 minutes for question

## **Content:**

Problem Statement (1 Slide)

Related Work (1-2 Slides)

Methodology (as many slides as you need)

Results or Anticipated Results (at least one slide)

# Let's Talk about Final Projects

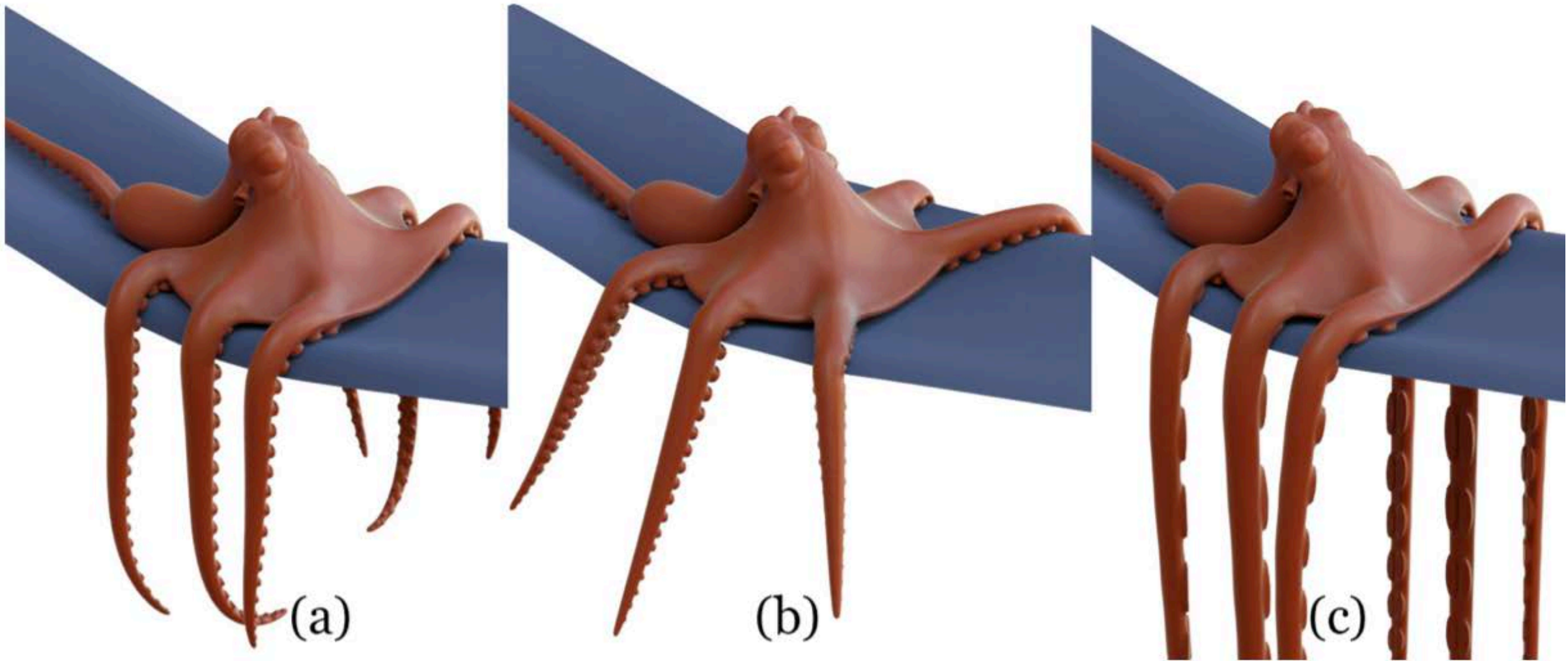
If you don't have a project idea, or haven't checked with me about your current plan, please do so.

**How does everyone feel about the  
assignment pace ...**

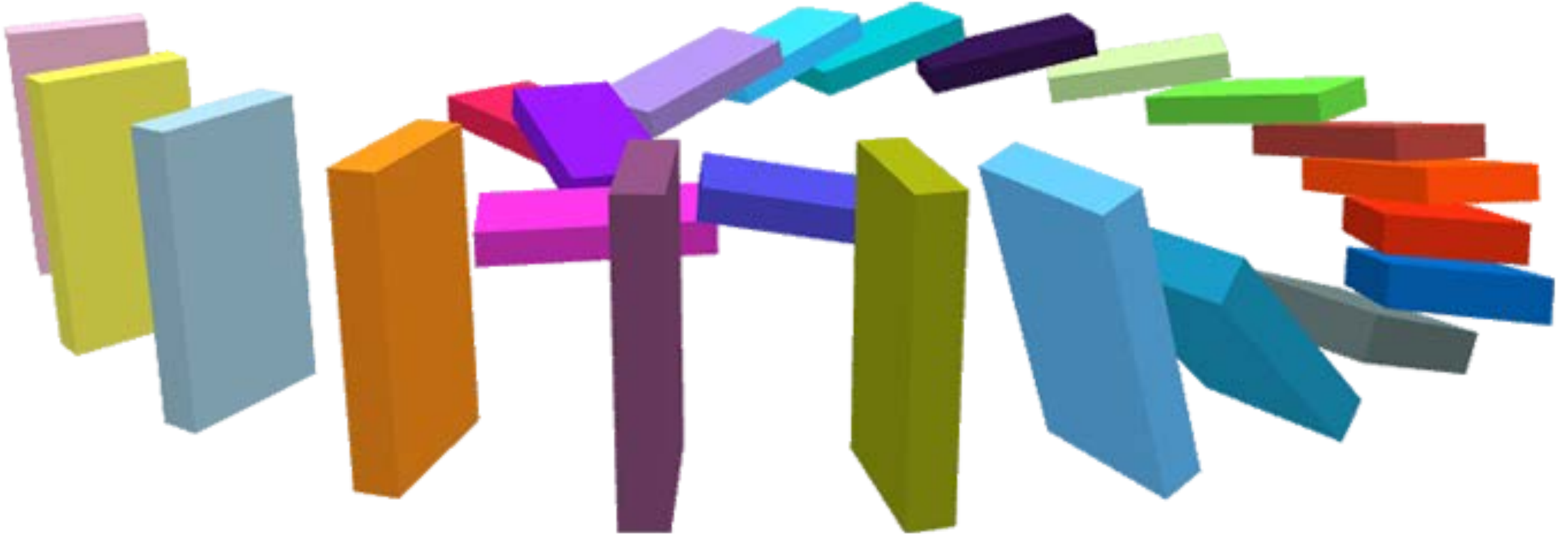
... for the remainder of the class ?



# Questions

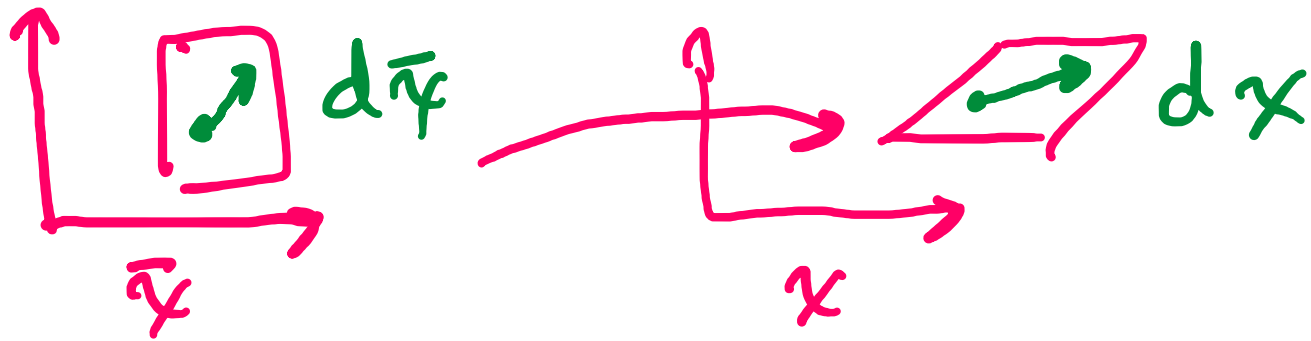


# Generalized Coordinates for Rigid Bodies



*What makes an object rigid ?*





$$|dx|^2 = d\bar{x}^T F^T F d\bar{x}$$

$$dx = F d\bar{x}$$

$$F^T F = I \rightarrow \text{want}$$

$$\left. \begin{array}{l} F \in \text{orthogonal} \\ \det(F) = +1 \end{array} \right\}$$

$$F \in \text{Special orthogonal}$$

Rigid is  $|dx|^2 = |d\bar{x}|^2$

What does this imply?

$$F = R$$

rotation

rigid body transformation

---


$$F = \frac{\partial x}{\partial \bar{x}} = R \rightarrow x = R \bar{x} + p$$

rotation                  translation

$$q = [R, p]$$

$R \in \mathbb{R}^{3 \times 3}, p \in \mathbb{R}^3$

Generalized coordinates

Code:  $12 \times 1$  Vector  $x_d$ ,  $\begin{bmatrix} R^9 & 1^3 \\ & p^3 \end{bmatrix}$

# Generalized Velocities

$$x = R \bar{x} + f$$

$$\frac{dx}{dt} = \underbrace{\dot{R}}_{\substack{\text{Not} \\ \text{Nice}}} \bar{x} + \underbrace{\dot{p}}_{\text{Nice}}$$

$$R = \underbrace{\exp}_{\text{matrix exponential}}([\dot{r}]) \quad r \in \mathbb{R}^3 \rightarrow \begin{bmatrix} 0 & r_z & -r_y \\ -r_z & 0 & r_x \\ r_y & -r_x & 0 \end{bmatrix}$$

$$\dot{y} = A y$$

$$y(t) = \exp(A t) y_0$$

$$\dot{x} = \omega \times x$$

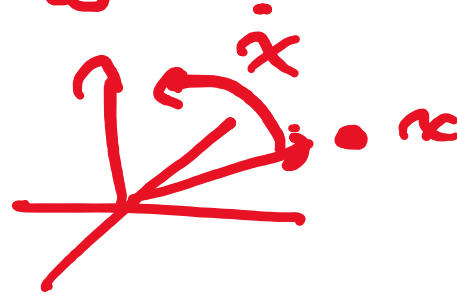
$$\dot{x} = [\omega] x$$

$$x = \underbrace{\exp([\omega] t)}_{\text{Rotation}} x_0$$

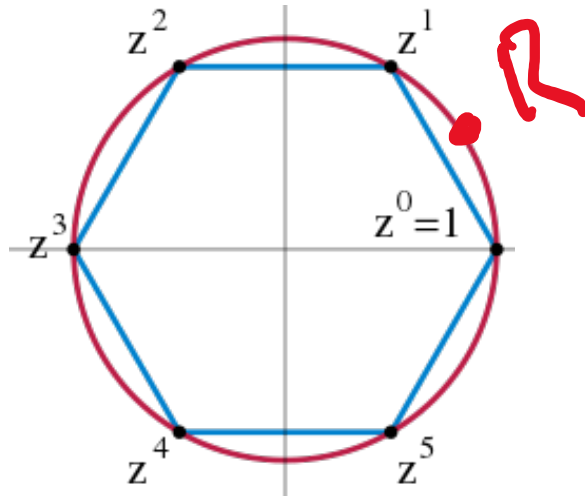
Code: NEVER!!!

$$\expm(A), \quad A = V \lambda V^T$$

$$\searrow V \exp(\lambda) V^T$$



# The Time Derivative of a Rotation Matrix



*Parameterizing the group of rotations*

$$R = \lim_{t \rightarrow 0} \frac{d}{dt} \exp m([r] + [\omega]t)$$

Differential

$$\expm([r] + [\omega]t) = \dots$$

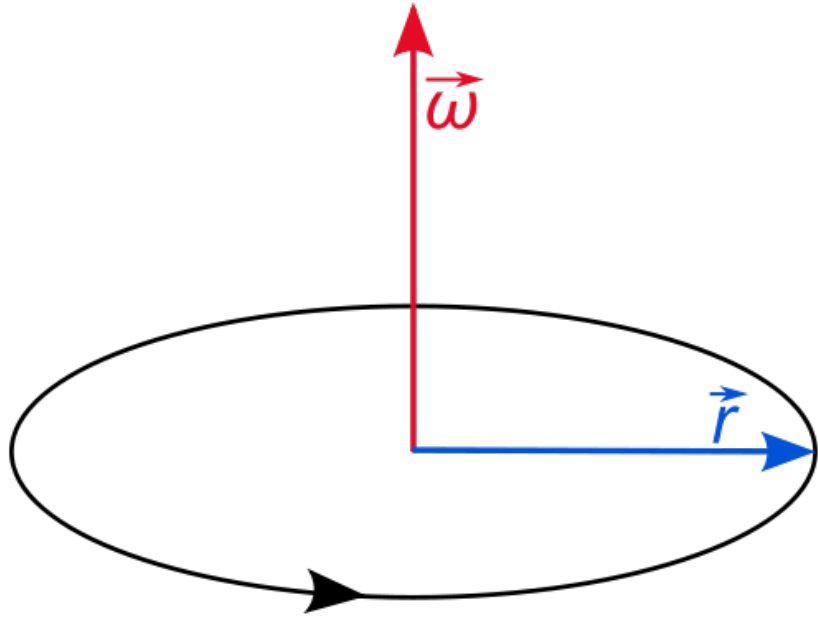
$$\lim_{t \rightarrow 0}^d \left( I + [r] + [\omega]t + \frac{1}{2}([r] + [\omega]t)^2 \dots \right)$$

$$= \underbrace{\left( I + [r] + \frac{1}{2}[r][r] + \dots \right)}_R [\omega]$$

$$\dot{R} = R[\omega] \quad R \text{ (useful)}$$



# The Time Derivative of a Rotation Matrix



Angular Velocity Vector

$$\dot{\mathbf{x}} = \underbrace{(R[\bar{\mathbf{x}}]^T R^T \quad I)}_{N(\bar{\mathbf{x}})} \begin{pmatrix} \bar{\omega} \\ \dot{\mathbf{p}} \end{pmatrix}$$

$$\dot{\mathbf{x}} = \underbrace{R}_{\text{World space}} \underbrace{[\bar{\omega}]}_{\substack{\text{vel. rotating} \\ \text{the space}}} \bar{\mathbf{x}} + \underbrace{\dot{\mathbf{p}}}_{\text{vel. translating.}} \rightarrow \text{undformed space}$$

$$= R[\bar{\mathbf{x}}]^T \bar{\omega} + \dot{\mathbf{p}}$$

Generalized Velocities

$\bar{\omega}$  - angular velocity World

$\dot{\mathbf{p}}$  - linear velocity World

# Kinetic Energy

$$T = \frac{1}{2} \int_{\Omega} \rho \dot{\mathbf{x}}^T \dot{\mathbf{x}} dV$$

$$T = \frac{1}{2} [\dot{\mathbf{w}}^T \quad \dot{\mathbf{p}}^T] \underbrace{\int_{\Omega} \rho \mathbf{N}(\bar{\mathbf{x}})^T \mathbf{N}(\bar{\mathbf{x}}) dV}_{\mathbf{M}} [\dot{\mathbf{w}}]_{\dot{\mathbf{p}}}$$

$$\mathbf{M} = \int_{\Omega} \rho \begin{bmatrix} \mathbf{R}(\bar{\mathbf{x}}) \mathbf{R}^T \\ \mathbf{I} \end{bmatrix} \begin{bmatrix} \mathbf{R}(\bar{\mathbf{x}}) \mathbf{R}^T \mathbf{I} \end{bmatrix} dV$$

$$\begin{aligned}
 & \begin{bmatrix} R & 0 \\ 0 & I \end{bmatrix} \int_V \rho \begin{bmatrix} \overset{A}{[\bar{x}][\bar{x}]^T} & \overset{B}{[\bar{x}]} \\ \underset{B^T}{[\bar{x}]^T} & \underset{C}{I} \end{bmatrix} dV \begin{bmatrix} R^T & 0 \\ 0 & I \end{bmatrix} \\
 & \underbrace{\hspace{10em}}_{M_0} \\
 & \underbrace{\hspace{10em}}_M
 \end{aligned}$$

$$C = \int_V \rho I dV = m I$$

$$B = \int_V \rho(\vec{r}) dV, \quad \vec{r} = \begin{pmatrix} \bar{x} \\ \bar{y} \\ \bar{z} \end{pmatrix}$$

$$[\vec{r}] = \begin{bmatrix} 0 & 0 & 1 \\ -\bar{x} & 0 & \bar{y} \\ \bar{y} & -\bar{x} & 0 \end{bmatrix}$$

$$\int_V \rho \vec{r} dV \leftarrow \text{doing this} \quad \vec{r} = 0$$

center-of-mass (origin)

$$M_0 = \begin{bmatrix} \int_{\Omega} \rho(\bar{x}) [\bar{x}] [\bar{x}]^T d\bar{x} & 0 \\ \underbrace{0}_{\text{com origin}} & mI \end{bmatrix}$$

$$\int_{\Omega} F(\bar{x}) d\bar{x} = \int_{\Omega} \nabla \cdot g(\bar{x}) d\bar{x}$$

$$\nabla \cdot g = F$$

$$\underbrace{\int_{\partial\Omega}}_{\text{surface}} g(\bar{x})^T n d\bar{x}$$

$$m = \int_V \rho \, 1 \, d\bar{x} = \int_V \rho \, \nabla \cdot [\bar{x}^T \, 0 \, 0] \, d\bar{x}$$

$$= \int_{\partial V} \rho \, \bar{x} \cdot n_x \, d\mathcal{A} = m$$

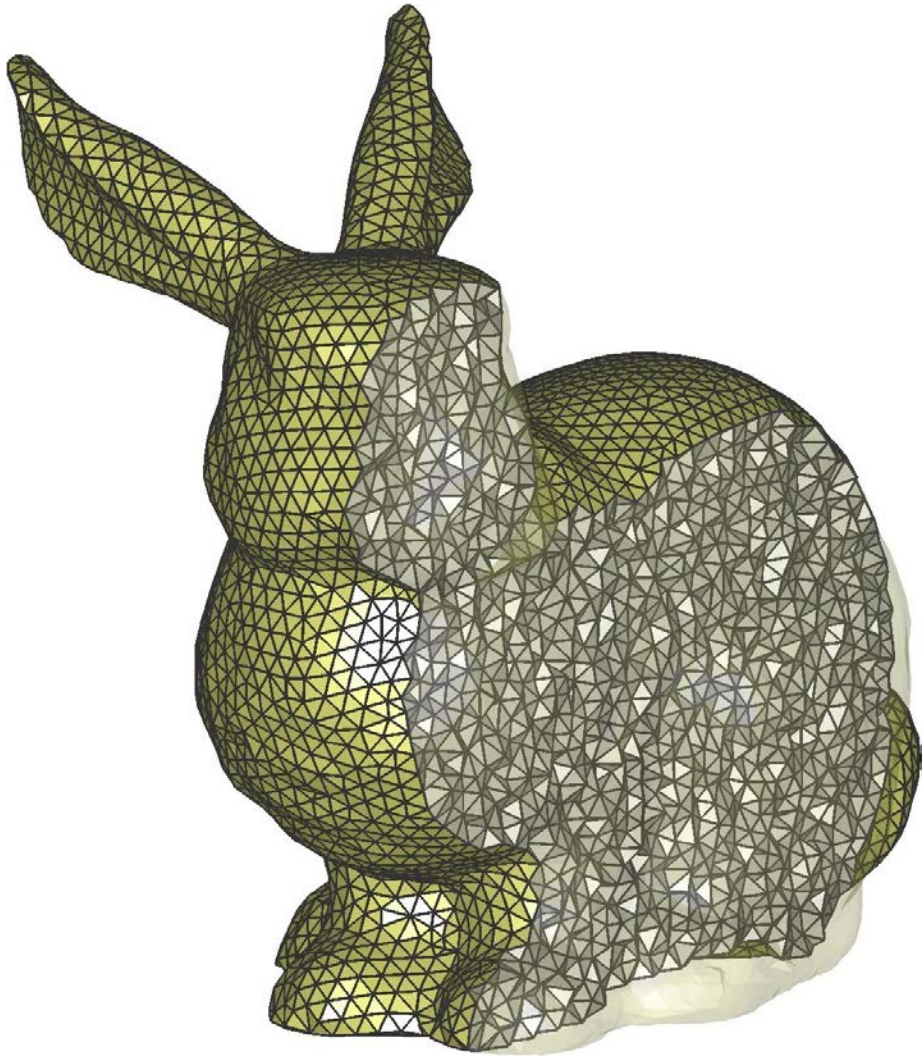
$\underbrace{\hspace{10em}}_{\text{Surface}}$

$$= \sum_{i=1}^{|\text{triangles}|} \int_{\Delta_i} \rho \, \bar{x} \, d\mathcal{A} \cdot \frac{n_x^i}{r}$$

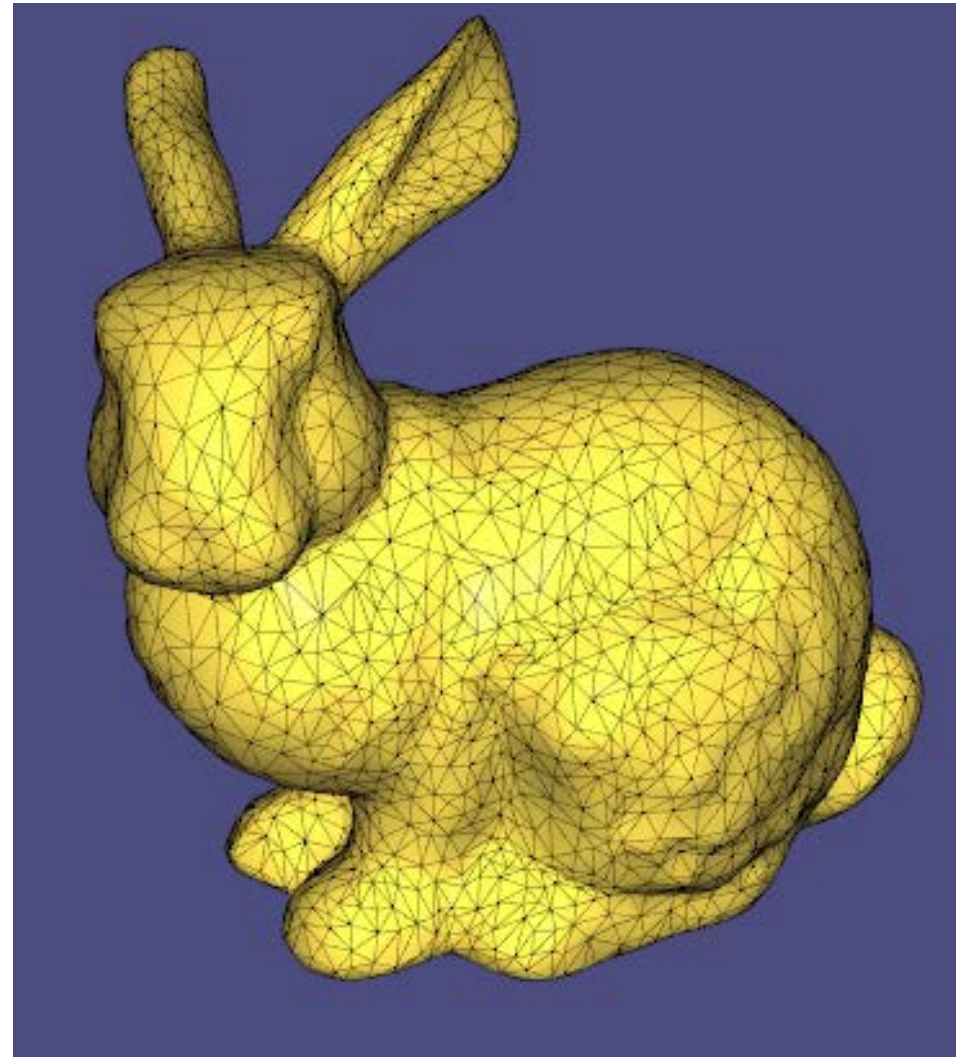
$\star$  Normals are constant



# Surface-Only Integration



vs



# The Newton-Euler Equations

$$L = \frac{1}{2} [\dot{u}^T \quad \dot{p}^T]^T \begin{bmatrix} R & 0 \\ 0 & I \end{bmatrix} M_0 \begin{bmatrix} R & 0 \\ 0 & I \end{bmatrix}^T \begin{bmatrix} u \\ \dot{p} \end{bmatrix}$$

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{q}} = \frac{\partial L}{\partial q} \quad \text{☹️}$$

⇒ need new calculus of variations

$$m \ddot{p} = F_{\text{ext}} \quad I = \int_V \rho(\bar{x}) [\bar{x}]^T dV$$

$$R M_0 R^T \ddot{\omega} = \underbrace{\omega \times (R I R^T \omega)}_{\text{quadratic velocity vector}} + \tau_{\text{ext}}$$

quadratic velocity vector

Input:  $\omega^t, \gamma_{Ext}$

Output:  $\omega^{t+1}$

Exponential Explicit  
Euler

1. Velocity Level

$$R \frac{d}{dt} R^T \omega^{t+1} = R \dot{S} R^T \omega^t + \Delta t (q_{uv}(\omega^t) + \gamma_{Ext})$$

2. Position Level

$$\chi(t) = \underbrace{\exp([C\omega]\Delta t)}_{R^{t+1}} R^t \bar{x}$$

# The Result

