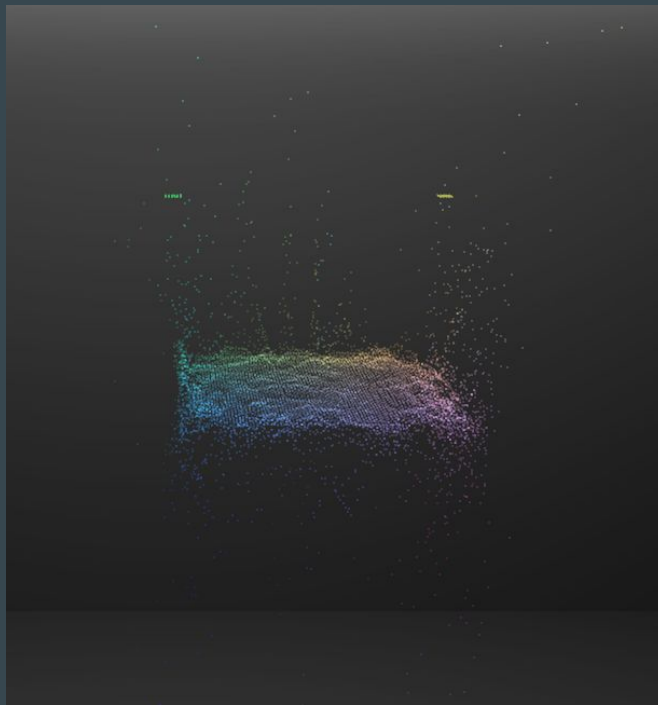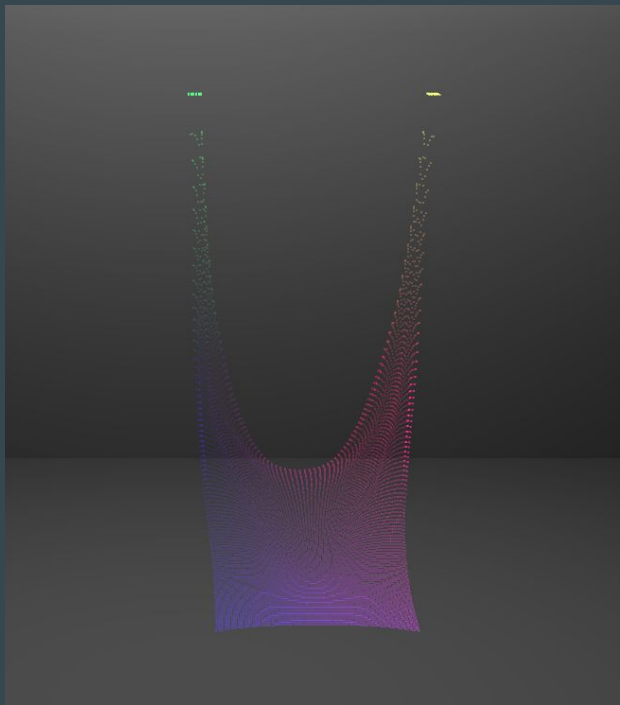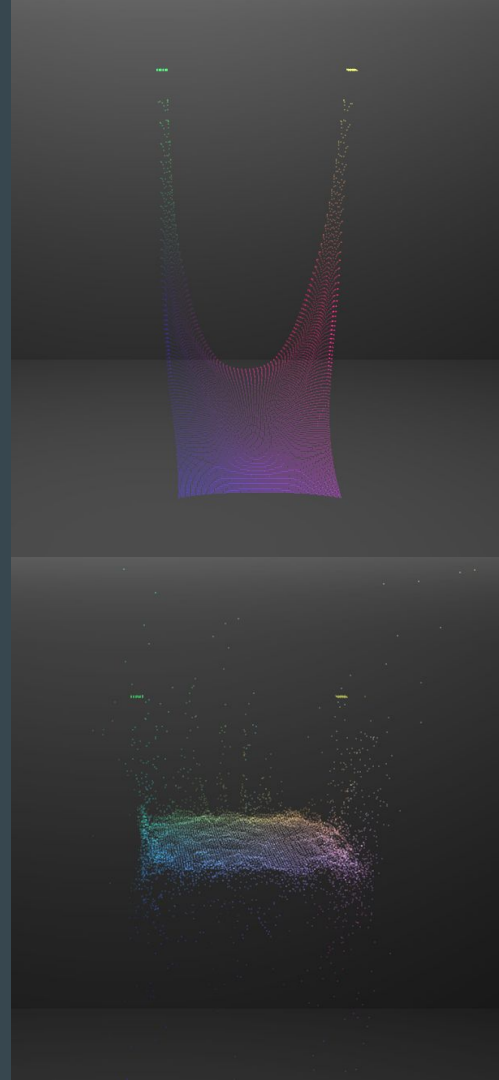# WebGL Cloth Simulation

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Final Project for CIS-565
Ziwei Zong

Last Week

Last Week

- Simulation
- Triangle/wireframe rendering
- Camera Control
- UI: Cloth Size, Spring parameters, etc.
- Customized varying for transform feedback
- Uniform Buffer Object
- User interaction with cloth

Last Week

- [Simulation](#)
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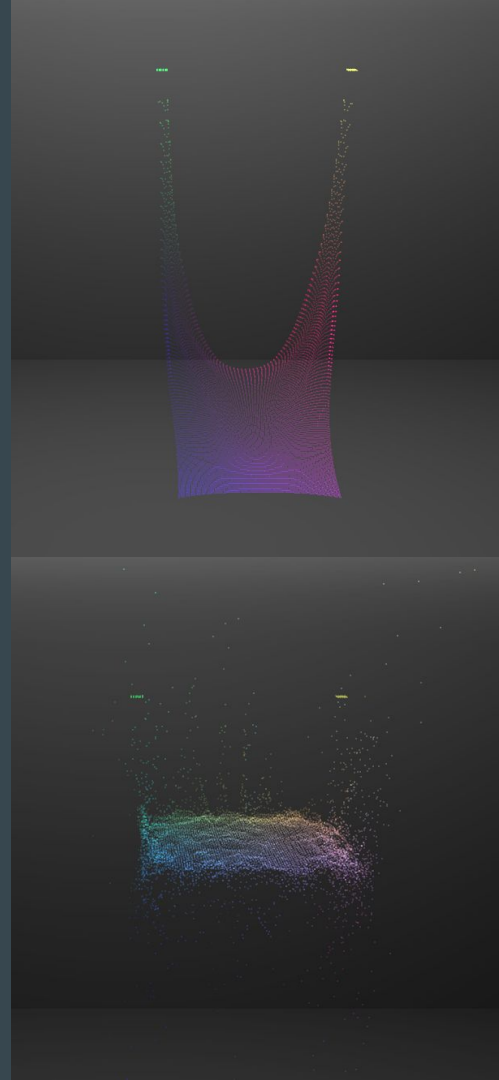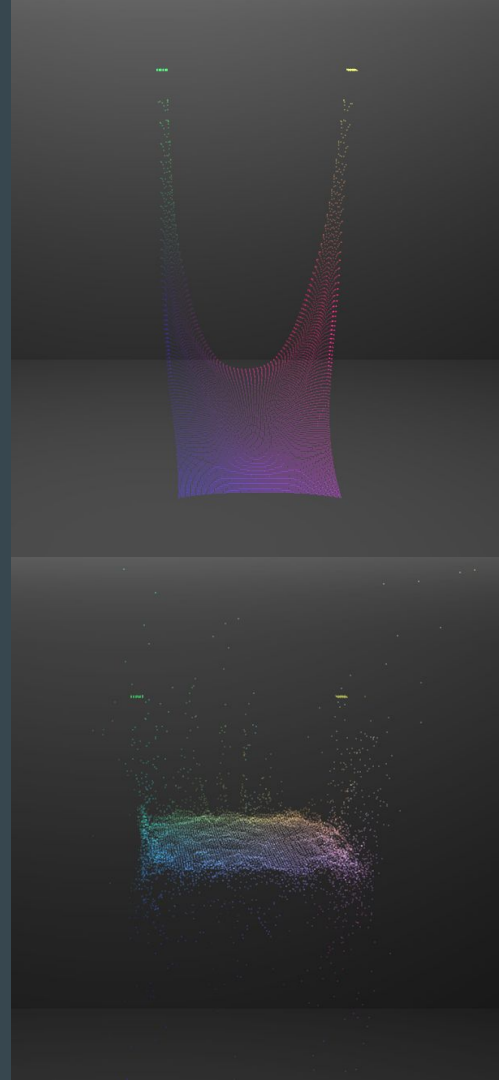- [User interaction with cloth (partly)](#)

Last Week

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- **Customized varying for transform feedback**
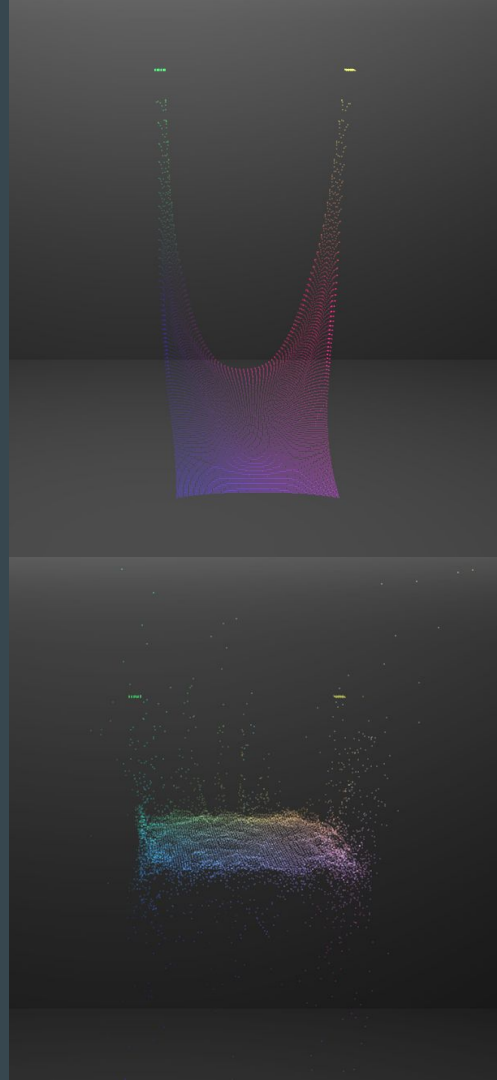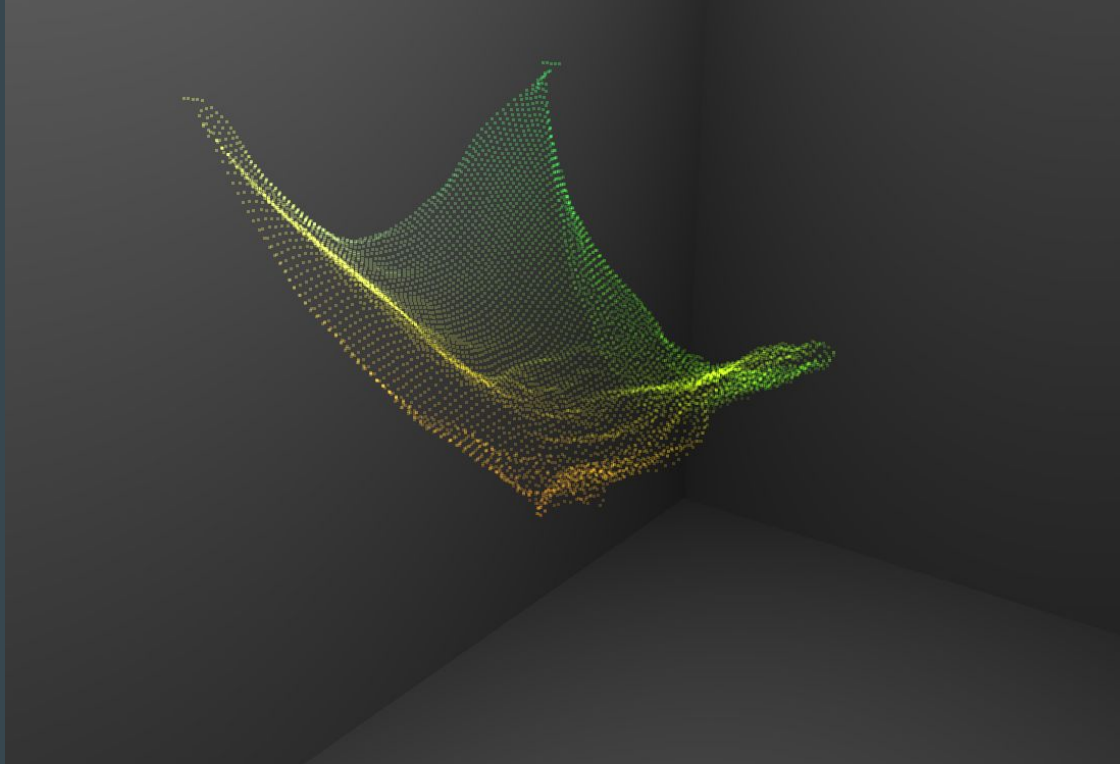- Uniform Buffer Object
- User interaction with cloth

Last Week

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- **Uniform Buffer Object**
- User interaction with cloth

Simulation

UI

- Camera Control
- Cloth Dimension
- Time Step
- String Parameters
- Start, Pause, Step
- Set Wind
- Set Pins

Simulation_Settings

Cloth Dimension	50
Time Step	0.003
Ks String	850
Ks Shear	850
Ks Bend	2050
Kd String	0.25
Kd Shear	0.25
Kd Bend	0.25

Interaction_Folder

Wind	☐
Wind Force	0.5

Pins

pin 1	☑
pin 2	☑
pin 3	☐
pin 4	☑

Action_Folder
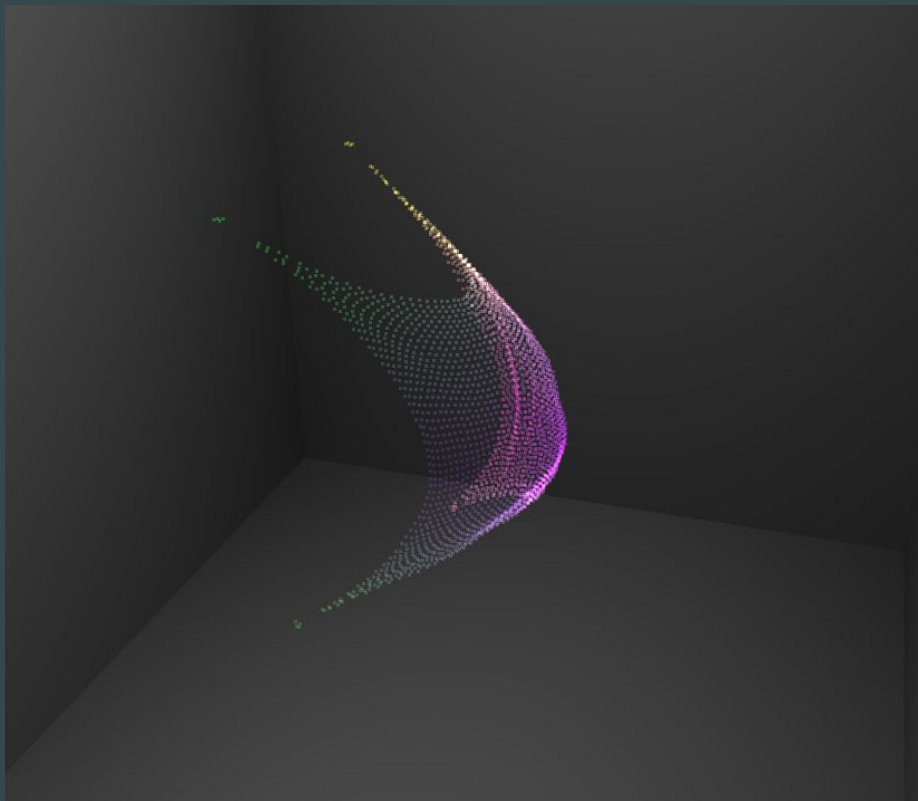
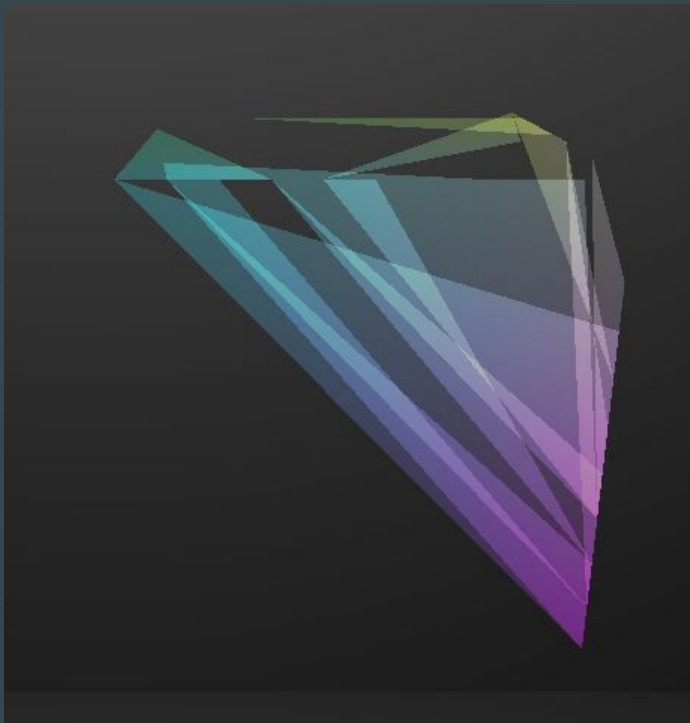|	
start	
pause	☐
step	

Close Controls

Interactions

- Wind
- Pins

Triangle/Wireframe Rendering

Next Week

- From Last Week:
  - Triangle/Wireframe Rendering
  - UBO
- User Interaction:
  - Move pins around
  - Drag
- Fabric Properties
  - Elasticity
- Rigidbody Intersection

Thanks!