

Peridynamics-Based Fracture Animation for Elastoplastic Solids

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Abstract

In this paper, we exploit the use of peridynamics theory for graphical animation of material deformation and fracture. We present a new meshless framework for elastoplastic constitutive modeling that contrasts with previous approaches in graphics. Our peridynamics-based elastoplasticity model represents deformation behaviors of materials with high realism. We validate our model using various material properties and comparisons with FEM simulations. Besides, the integral-based nature of peridynamics makes it trivial to model material discontinuities, which outweighs differential-based methods in both accuracy and ease of implementation. We propose a simple strategy to model fracture in the setting of peridynamics discretization. We demonstrate that the fracture criterion combined with our elastoplasticity model could realistically produce ductile fracture as well as brittle fracture. Our work is the first application of peridynamics in graphics that could create a wide range of material phenomena including elasticity, plasticity, and fracture. The complete framework provides a useful alternative to existing methods for producing modern visual effects, and brings some inherent benefits in some respects.

Categories and Subject Descriptors (according to ACM CCS): I.3.7 [Computer Graphics]: Three-Dimensional Graphics and Realism—Animation

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