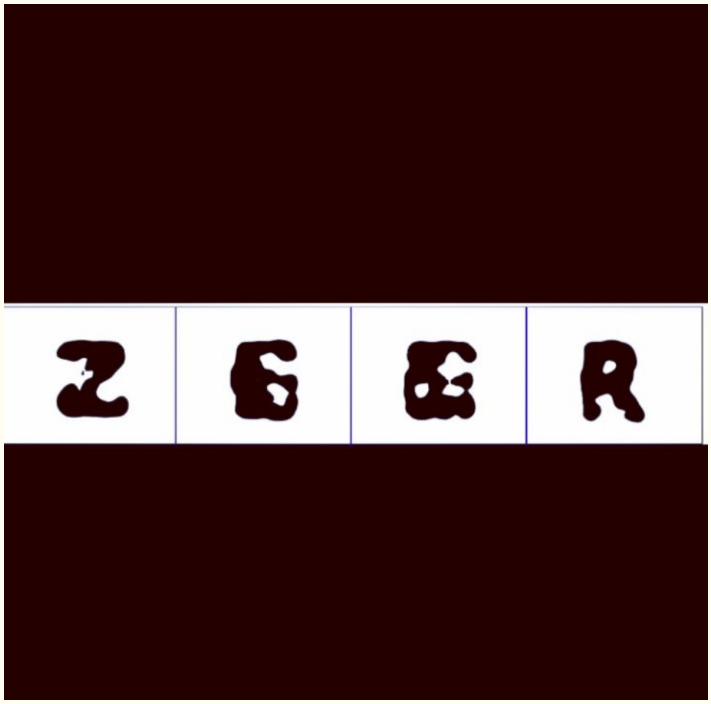
VERLET SVG

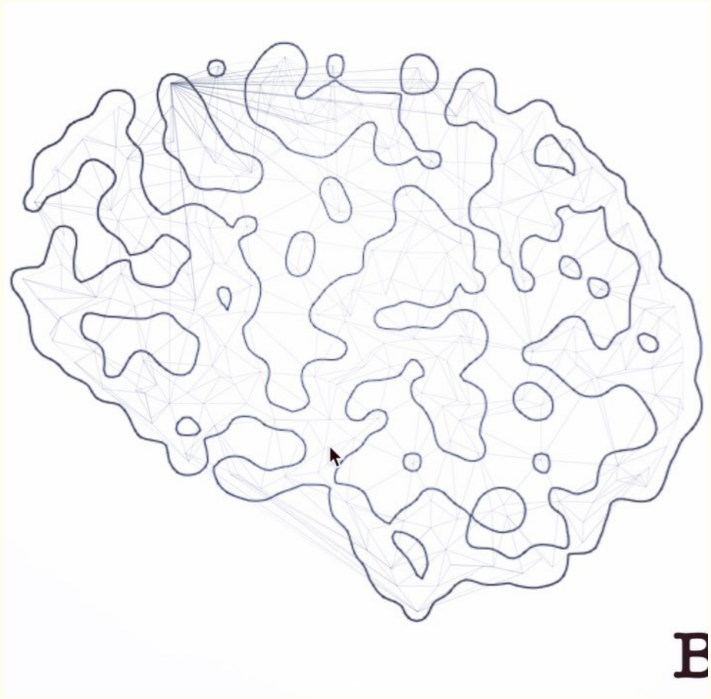
Turn objects into liquid



For this software project I applied Verlet integration on SVG objects for Liquid like animations / functional logos.

Use cases for this include making liquid renderings, background animations for websites, and animated text.

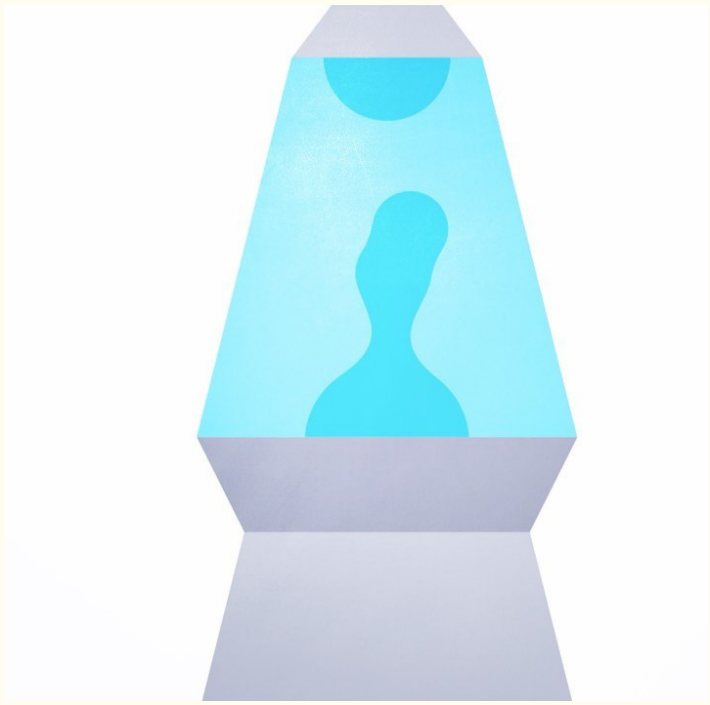
The software cuts up the inner portions of an SVG object to create a 2D triangle mesh.



The mesh then converts the nodes of the mesh into charged particles, and adds elastic weights to the edges.

D3's forced layouts engine then computes positions for the nodes after each frame.

Finally, a marching squares algorithm creates the liquid like contours according to boundary conditions



Technologies used:
Javascript, D3JS, TurfJS