Cloth Simulation with Character Collisions

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Abstract

To be completed

1 Introduction

2 Methodology

2.1 From Skeleton to a Character of Primitive Shapes

2.2 Collision with Primitive Shapes

2.2.1 Planes

2.2.2 Spheres

2.2.3 Cylinders

2.3 Physical Forces

2.4 Character Movement

2.5 Fixed Position Constraints

3 Qualitative Results

4 Conclusion

References

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