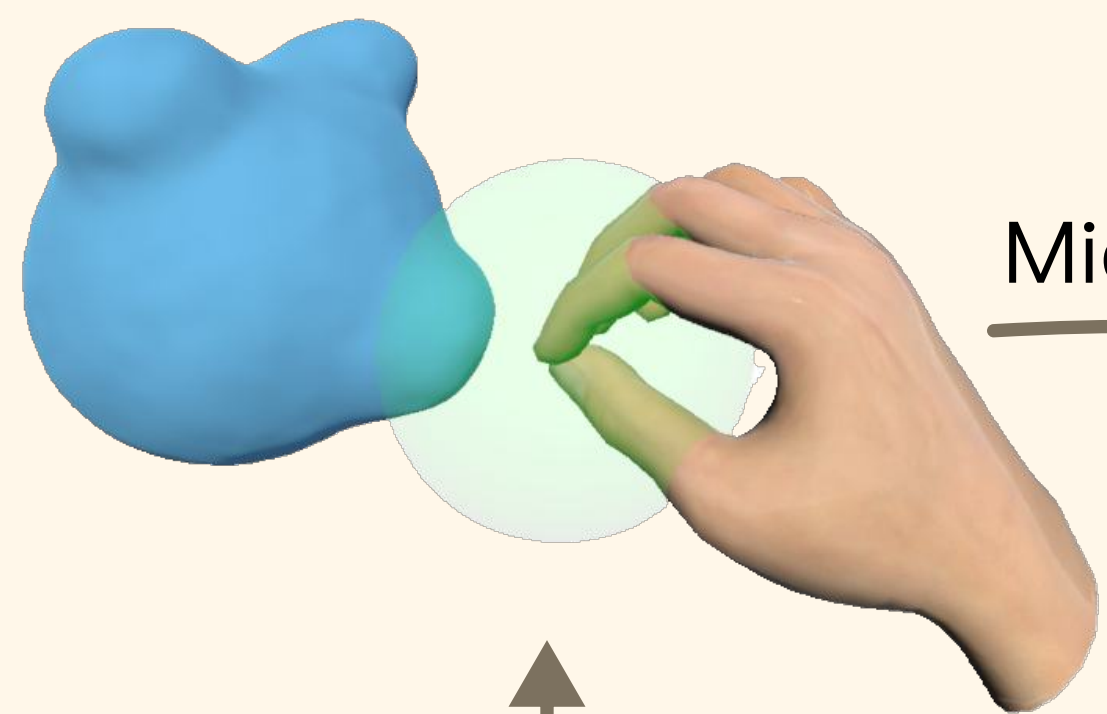
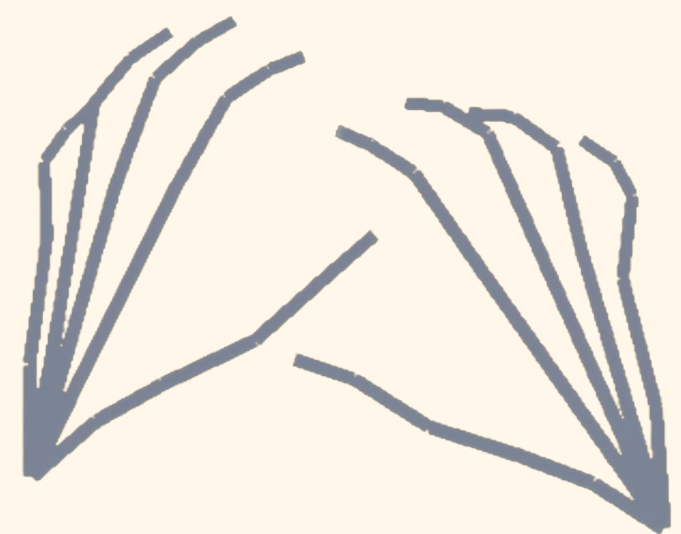


Hand Input



Mid-Air Force

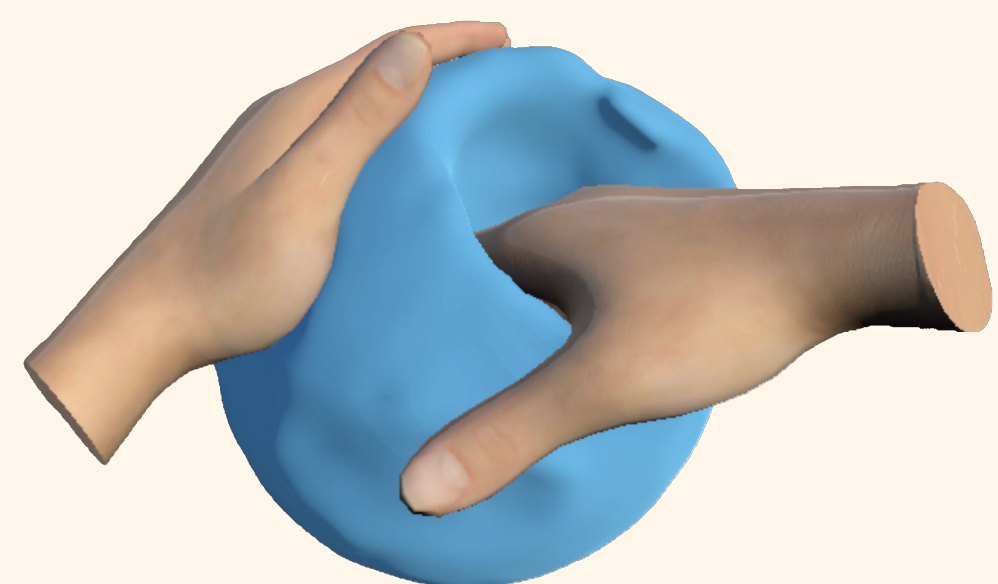
Gesture Recognition



Tracked Hand Skeleton

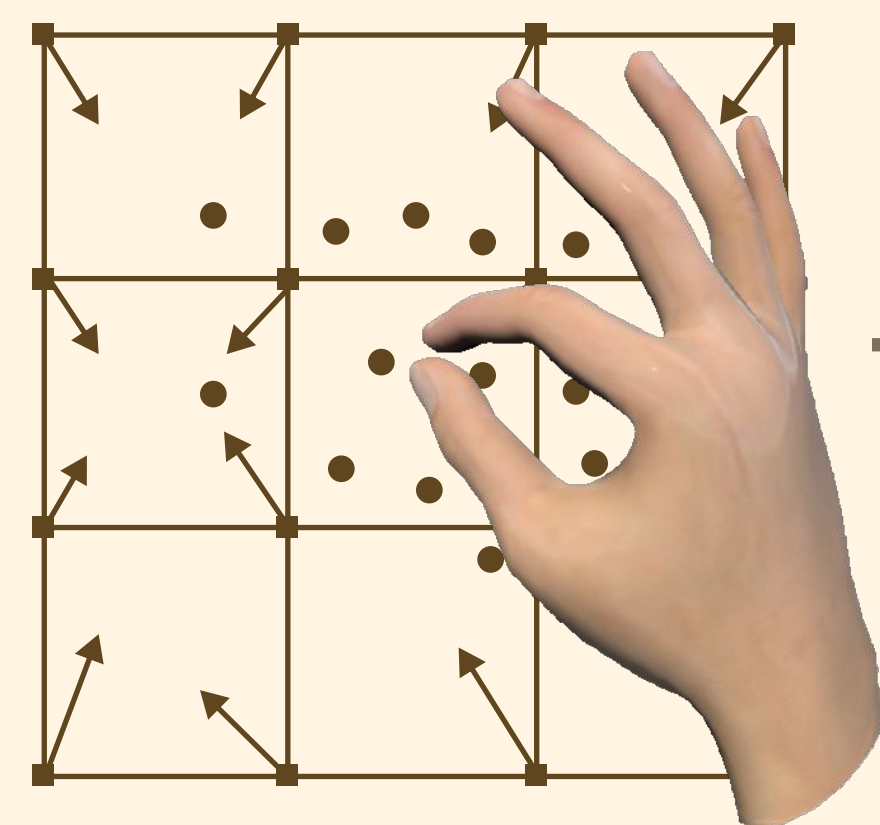
MAT

Approximation

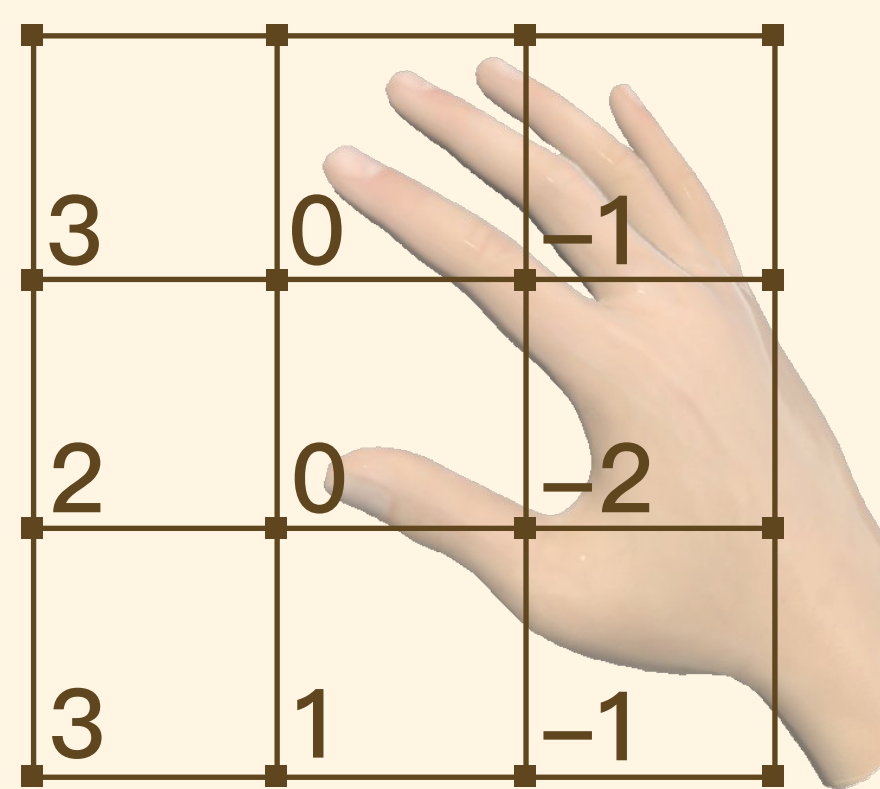


MPM Simulation

Grid Update

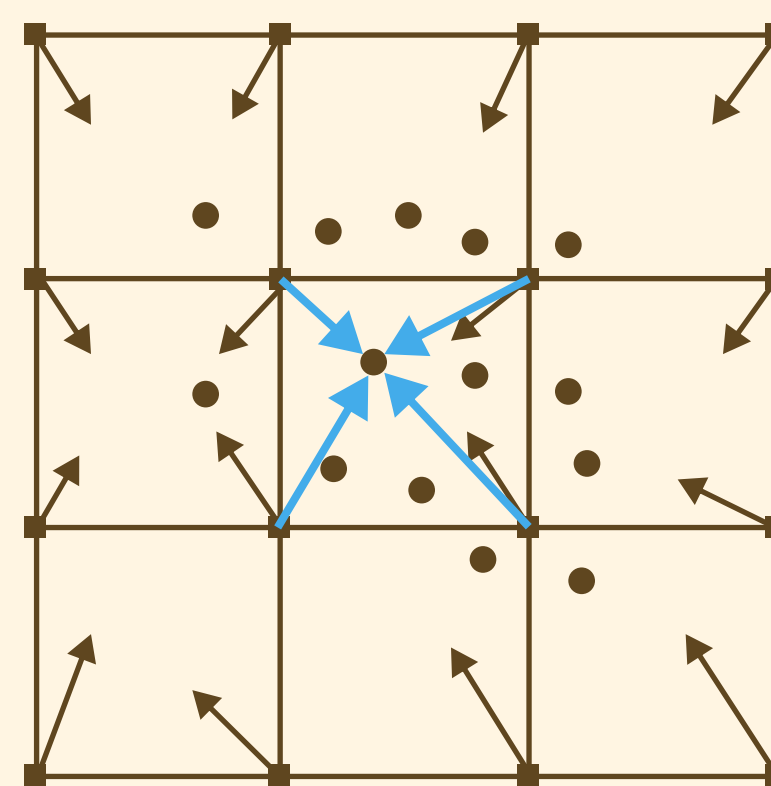


Apply Elastoplasticity

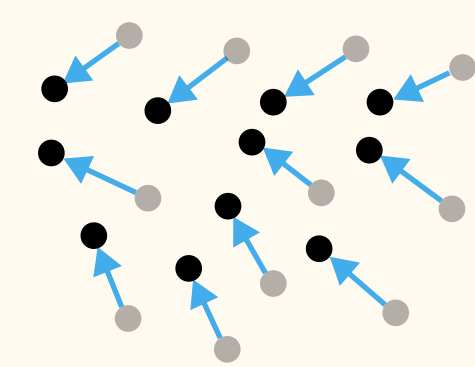


Signed Distance Field

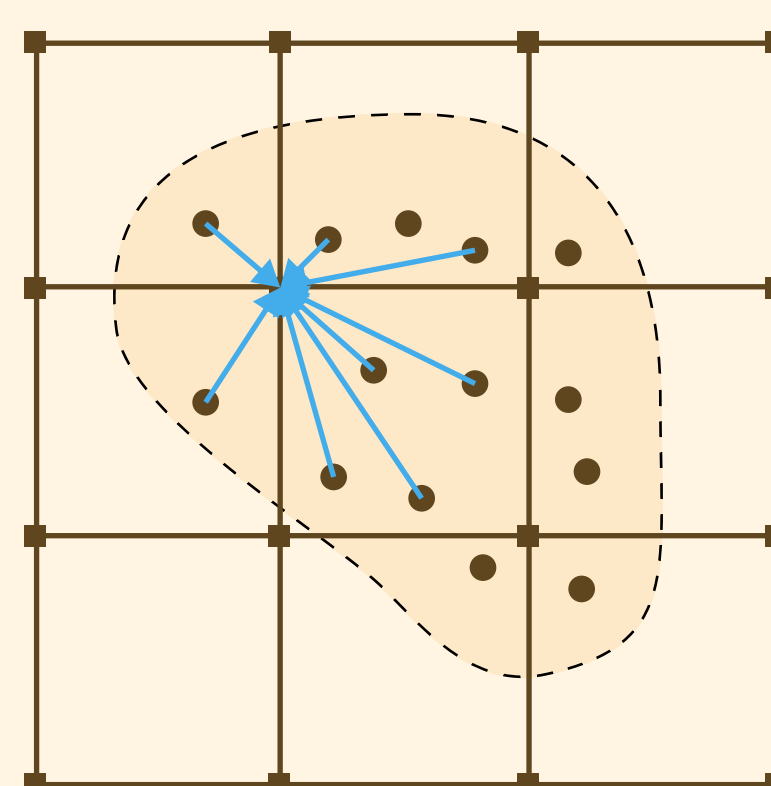
Grid to Particle



Particle Advection



Particle to Grid



Rendering

Gaussian Splatting

Splats Position

Gaussian Rasterization

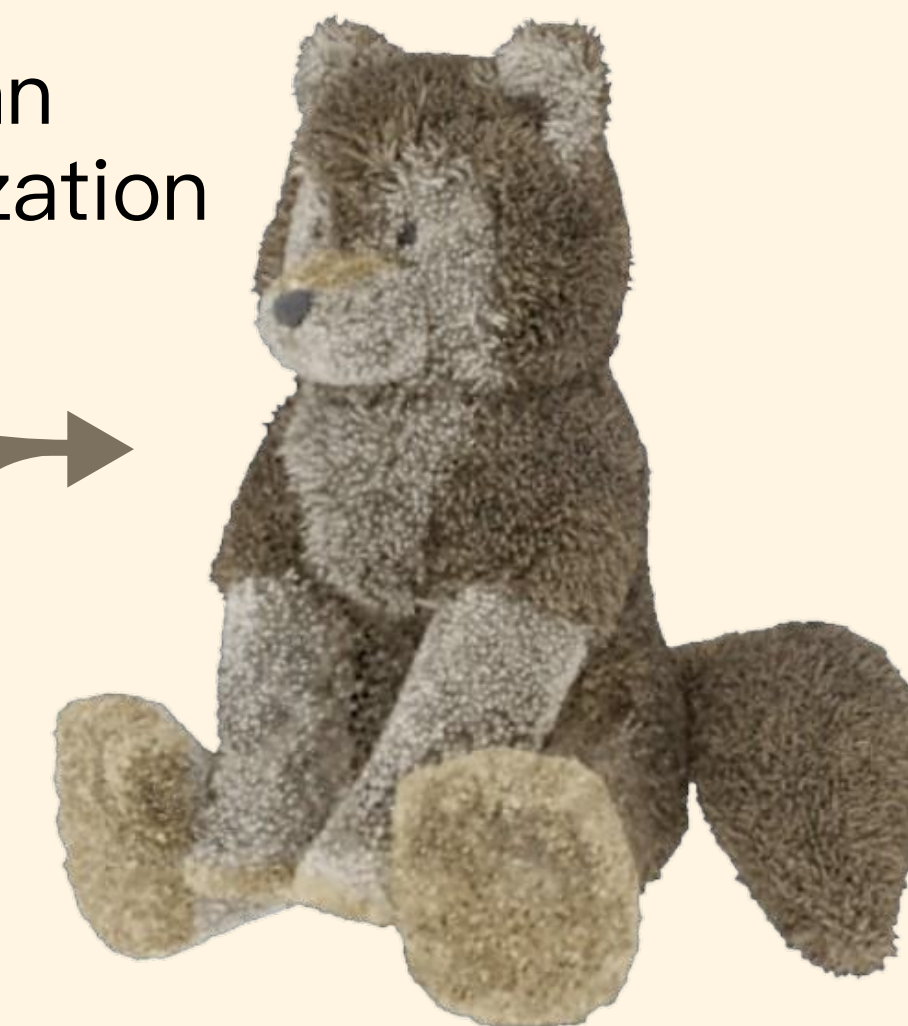
Deformation Gradient

Covariance

$$\Sigma = RSS^T R^T$$

Rotation

Spherical Harmonics



Triangle Mesh

Voxel Data Buffer

Marching Cubes

Laplacian Smoothing

