Computer Animation & Physical Simulation

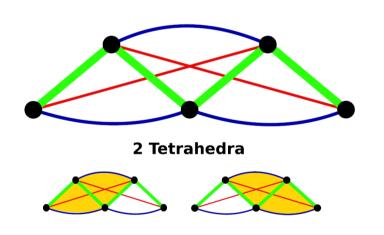
Lecture 9: Soft-Body Simulation – Hair II

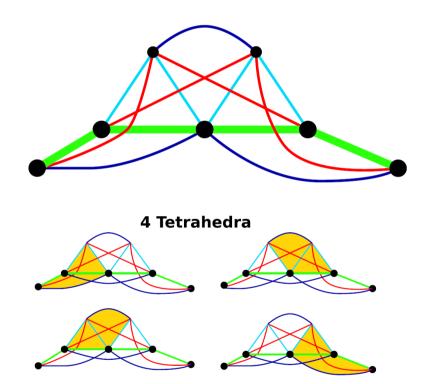
XIAOPEI LIU

School of Information Science and Technology ShanghaiTech University

Simulation of Hair Dynamics

Mass-Spring Model

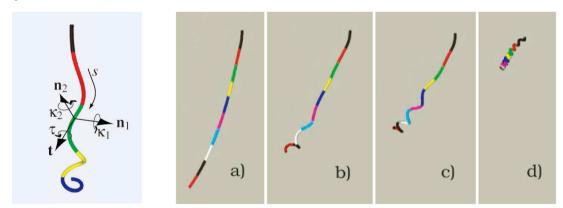




Simulation of Hair Dynamics

Super-Helix Model

Built upon the Cosserat and Kirchhoff theories of rods



$$\frac{\mathrm{d}}{\mathrm{d}t} \left(\frac{\partial T}{\partial \dot{q}_{iQ}} \right) - \frac{\partial T}{\partial q_{iQ}} + \frac{\partial U}{\partial q_{iQ}} + \frac{\partial D}{\partial \dot{q}_{iQ}} = \int_0^L \mathbf{J}_{iQ}(s, \mathbf{q}, t) \cdot \mathbf{F}(s, t) \, \mathrm{d}s$$

I. Hair Interactions



Hair Interaction

Hair-body interaction

Collisions and contacts between hair strands

Hair-hair interaction

- Collisions and contacts between hair strands cause hair to occupy a pretty high volume
- Largely due to the surface of individual hair strands (composed of scales)
- Anisotropic friction inside hair

Wisp of Hair

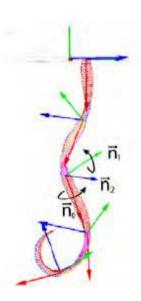
· A cluster of hair around the hair strand

Occupy certain volumes





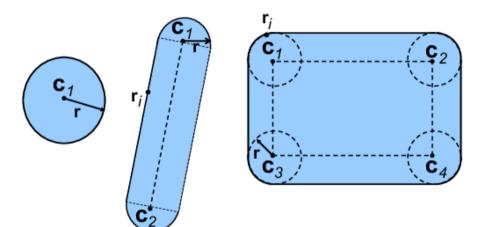


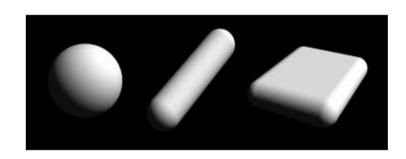




Representation of Wisp of Hair

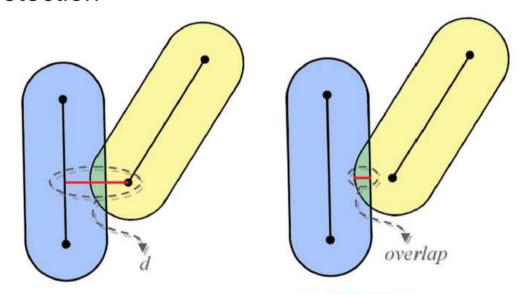
- Swept sphere volumes (SSV)
 - Construction





Detecting Guide-Strand Interactions

- Swept sphere volumes (SSV)
 - Collision detection



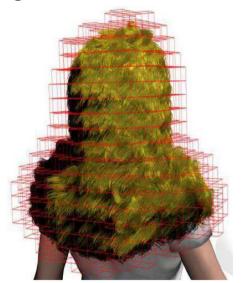
Detecting Guide-Strand Interactions

Naive implementation

- Directly compare the distance between hair strand segments
- O(N²) complexity

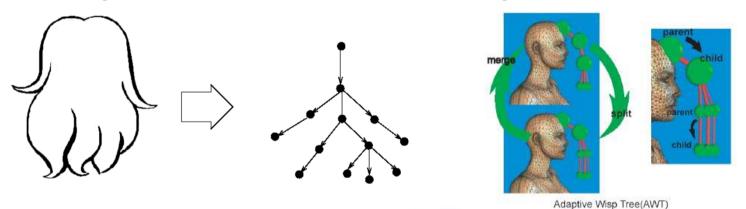
Regular 3D grid

- Get rid of most non-intersecting cases
- Also be used between hair and the character model



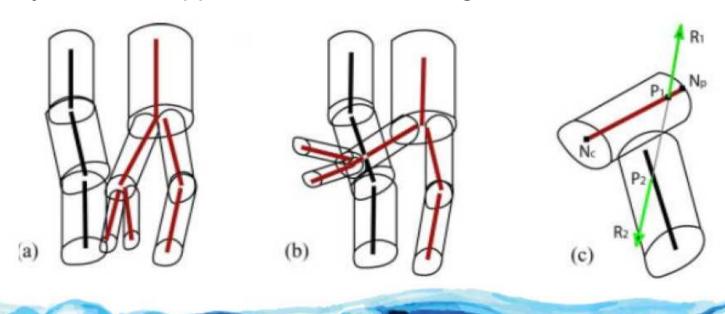
Adaptive Wisp Tree (AWT)

- During hair motion, clusters form and split due to frictions
 - Frictions, static charges
 - Features of the initial hairstyles
 - Clustering behaviors are observed moving from hair tips to roots



Adaptive Wisp Tree (AWT)

- Hair interaction using AWT
 - Use cylinders to approximate the hair segments



Response to guide-strand

- Hair self-collisions should be very soft
 - Frictional rather than bouncing behavior
 - Using soft penalty forces together with friction forces

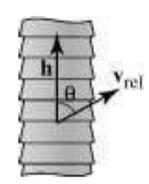
Penalty and friction forces

$$\begin{cases} \text{ if } (gap \leq 0) & \textbf{\textit{R}}_{\textbf{\textit{N}}} = \textbf{\textit{0}} \\ \text{ if } (0 \leq gap \leq \delta_{reg}) & \textbf{\textit{R}}_{\textbf{\textit{N}}} = \frac{k_c \, gap^2}{2 \, \delta_{reg}} \textbf{\textit{n}}_{\textbf{\textit{c}}} \end{cases}$$
 else
$$\textbf{\textit{R}}_{\textbf{\textit{N}}} = k_c \, (gap - \frac{\delta_{reg}}{2}) \textbf{\textit{n}}_{\textbf{\textit{c}}}$$

Penalty force

$$\mathbf{R_T} = -\nu \left(\mathbf{v_{rel}} - \left(\mathbf{v_{rel}} \cdot \mathbf{n_c} \right) \mathbf{n_c} \right)$$
$$\nu = \nu_0 \left(1 + \sin(\theta/2) \right)$$

Friction force



Adaptive Nonlinearity for Collisions

- A collision response algorithm
 - Adapting the degree of nonlinearity

Adaptive Nonlinearity for Collisions in Complex Rod Assemblies

Rasmus Tamstorf Breannan Smith Jean-Marie Aubry Eitan Grinspun

Danny M. Kaufman Adobe & Columbia University Walt Disney Animation Studios Columbia University Weta Digital

Columbia University

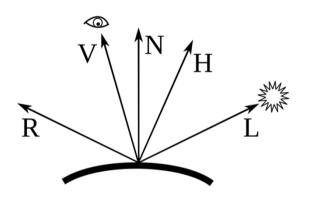
III. Hair Rendering

Traditional Rendering Model

Phong reflection model

- Constant ambient light
- Diffuse lighting
- Specular lighting

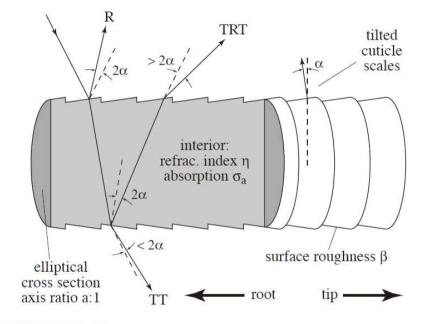
$$I_{ ext{p}} = k_{ ext{a}} i_{ ext{a}} + \sum_{m \; \in \; ext{lights}} (k_{ ext{d}} (\hat{L}_m \cdot \hat{N}) i_{m, ext{d}} + k_{ ext{s}} (\hat{R}_m \cdot \hat{V})^lpha i_{m, ext{s}})$$



Hair Material Property

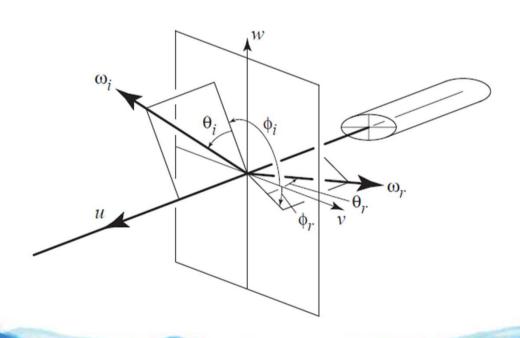
The close-look of hair structure





Light Scattering in Hair

Basic notation

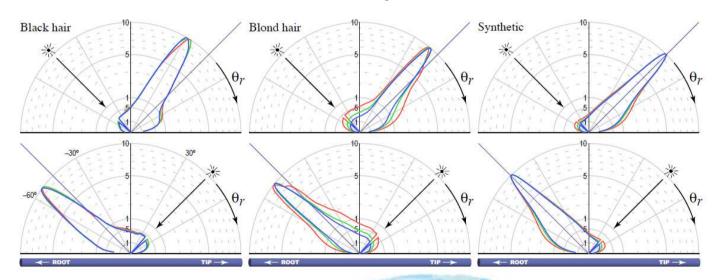


- Direction of illumination ω_i and scattering ω_r
- Normal plane

Light Scattering in Hair

Formulation

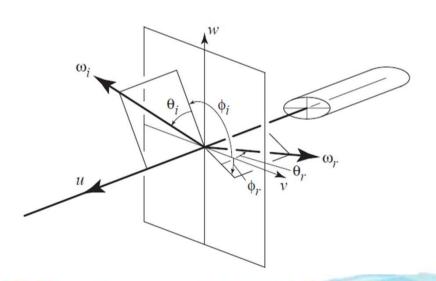
• The scattering integral $\bar{L}_r(\omega_r) = D \int S(\omega_i, \omega_r) L_i(\omega_i) \cos \theta_i d\omega_i$

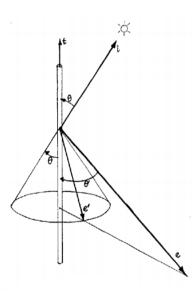


Kajiya-Kay Hair Rendering Model

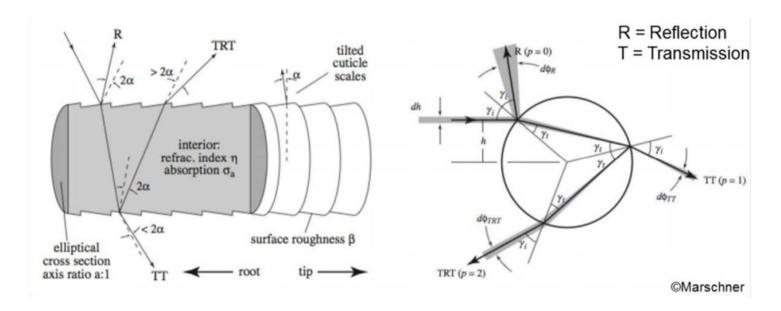
Formulation

$$S(\theta_i, \phi_i, \theta_r, \phi_r) = k_d + k_s \frac{\cos^p(\theta_r + \theta_i)}{\cos(\theta_i)}$$

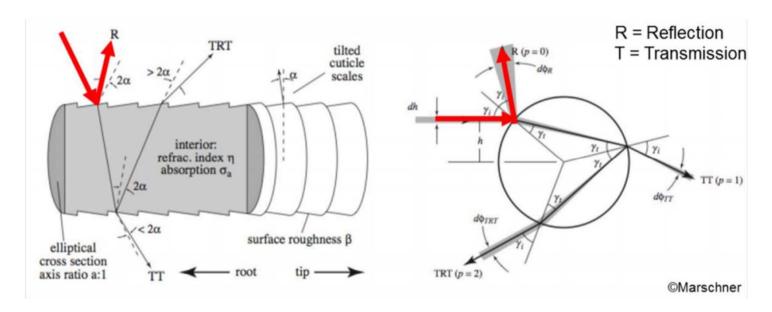




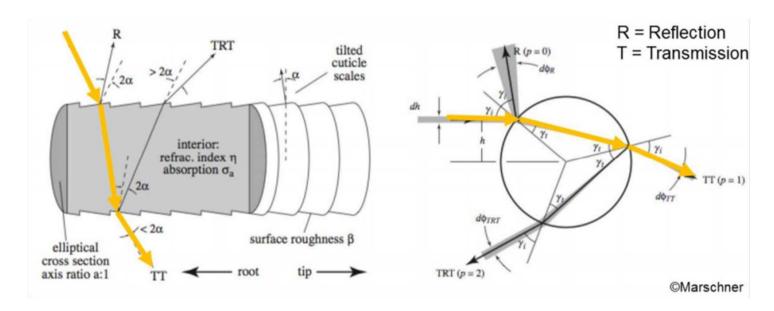
Consider both reflectance and transmission



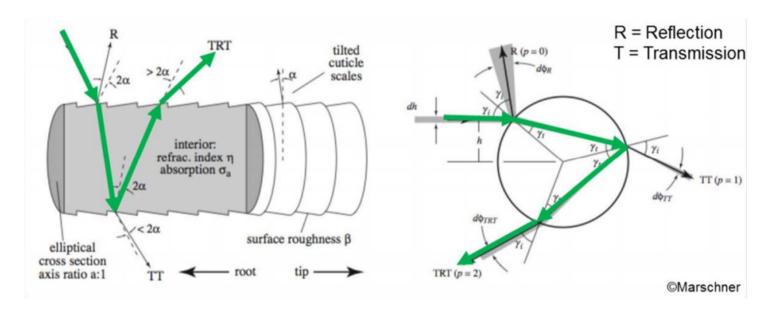
Considering both reflectance and transmission



Considering both reflectance and transmission



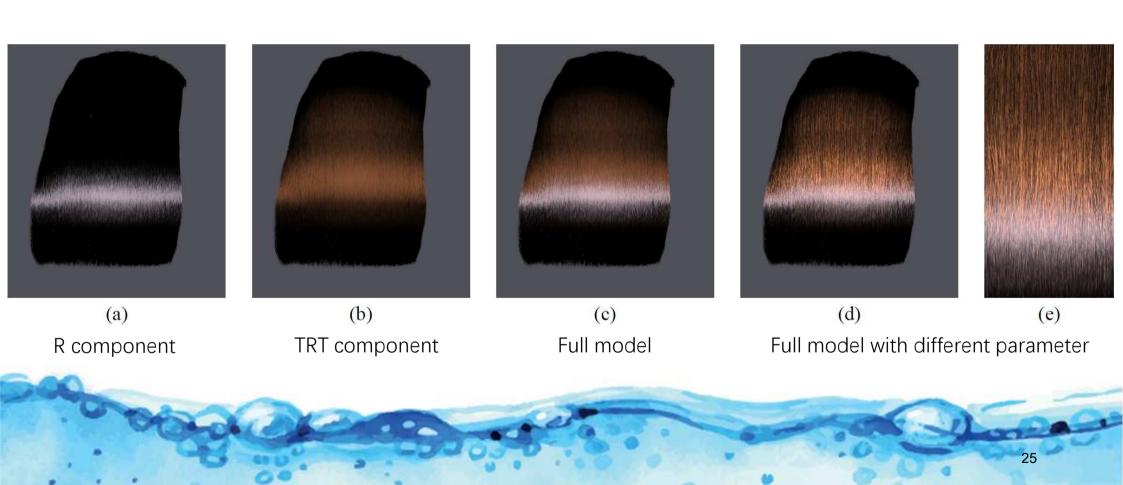
Considering both reflectance and transmission







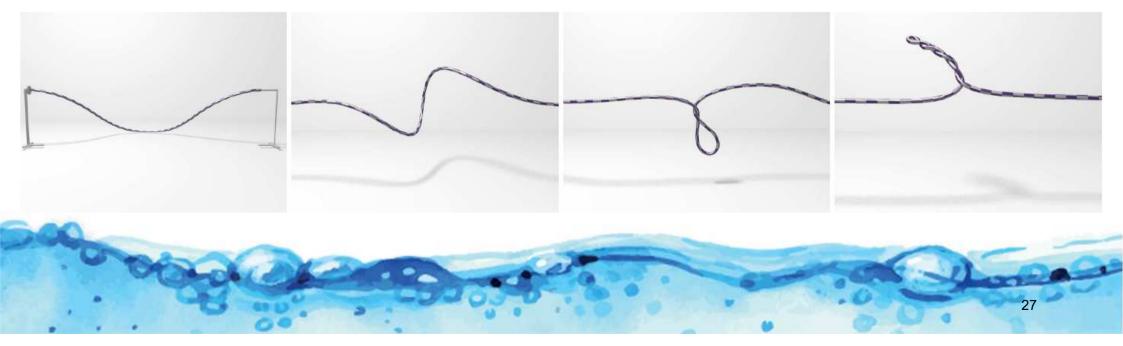




IV. Elastic Rod

Dynamic looping of a rod

- A rod under torsional strain
 - Material torsion
 - Robust handling of self-contacts



Cosserat Rod Elements for Dynamic Simulation

Physically based deformation model

- For one-dimensional elastic objects with torsion
- Inspired by the Cosserat theory of elastic rods
- From flexible structures (threads, ropes or hair strands) to stiff objects with intrinsic bending and torsion (springs or wires)

Energy-based formulation

- Continuous kinetic, potential and dissipation energy
- Discretization by employing finite element methods

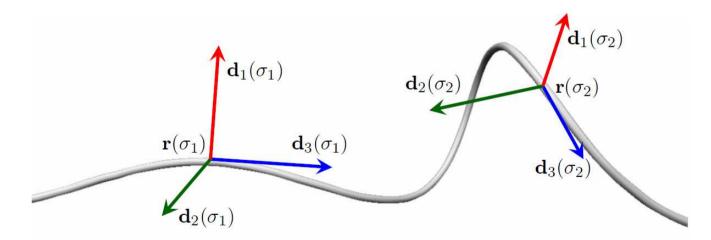
Representation of rods

- Thought of as a long and thin deformable body
- Characterized by the centerline

$$\mathbf{r}(\mathbf{\sigma}) = (r_x(\mathbf{\sigma}), r_y(\mathbf{\sigma}), r_z(\mathbf{\sigma}))^\mathsf{T} \qquad \mathbf{\sigma} \in [0, 1]$$

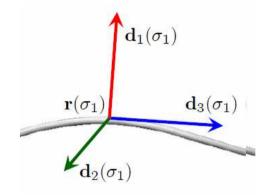
- Stretching of the centerline **r** at σ
 - Spatial derivative: $\|\mathbf{r}'(\sigma)\|$
 - Unstretched (after normalization): $\|\mathbf{r}'\| = 1$

- Representation of rods
 - Configuration of the rod is defined by its centerline



- Darboux vector
 - From differential geometry

$$\mathbf{d}_k' = \mathbf{u} \times \mathbf{d}_k, \qquad k = 1, 2, 3$$

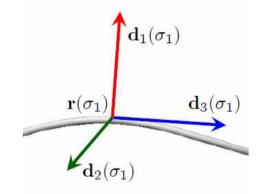


• Strain rates for the bending and torsion can be expressed as

$$u_k = \mathbf{u} \cdot \mathbf{d}_k,$$
 $k = \underline{1, 2, 3}$ bending torsion

- Temporal derivative of the centerline
 - Translational velocity of the mass point

$$\dot{\mathbf{r}}(\sigma)$$



The angular velocity related to the temporal derivatives of the directors

$$\dot{\mathbf{d}}_k = \mathbf{\omega} \times \mathbf{d}_k, \qquad k = 1, 2, 3$$

Angular velocity of each direction

$$\omega_k = \boldsymbol{\omega} \cdot \mathbf{d}_k$$

- Representation of rotation
 - Euler angles
 - Suffer from singularities (e.g., gimbal lock)
 - Quaternion representation

$$\mathbf{q} = (q_1, q_2, q_3, q_4)^\mathsf{T} \text{ with } q_i \in \mathbb{R}$$

Only unit quaternions represent pure rotations (normalization)

$$\|\mathbf{q}\| = 1$$

The directors in terms of the quaternion

$$\mathbf{d}_{1} = \begin{pmatrix} q_{1}^{2} - q_{2}^{2} - q_{3}^{2} + q_{4}^{2} \\ 2(q_{1}q_{2} + q_{3}q_{4}) \\ 2(q_{1}q_{3} - q_{2}q_{4}) \end{pmatrix}, \mathbf{d}_{2} = \begin{pmatrix} 2(q_{1}q_{2} - q_{3}q_{4}) \\ -q_{1}^{2} + q_{2}^{2} - q_{3}^{2} + q_{4}^{2} \\ 2(q_{2}q_{3} + q_{1}q_{4}) \end{pmatrix}$$

$$\mathbf{d}_{3} = \begin{pmatrix} 2(q_{1}q_{3} + q_{2}q_{4}) \\ 2(q_{2}q_{3} - q_{1}q_{4}) \\ -q_{1}^{2} - q_{2}^{2} + q_{3}^{2} + q_{4}^{2} \end{pmatrix}$$

Strain rates in the local frame

$$u_k = \frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \mathbf{q}'$$

Angular velocity components in the local frame

$$\omega_k = \frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \dot{\mathbf{q}} \qquad \qquad \omega_k^0 = \frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k^0 \mathbf{q} \cdot \dot{\mathbf{q}}$$

 ${\bf B}$ and ${\bf B}^0$ are skew symmetric matrices

Energy formulation

- Potential energy
 - Energy V_s of the stretch deformation(neglecting shear)

$$V_s = \frac{1}{2} \int_0^1 K_s(\|\mathbf{r}'\| - 1)^2 d\sigma$$

• Bending energy V_b follows from the strain rates

$$V_b = \frac{1}{2} \int_0^1 \sum_{k=1}^3 K_{kk} \left(\frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \mathbf{q}' - \hat{u}_k\right)^2 d\sigma$$
stiffness tensor

$$u_k = \frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \mathbf{q}'$$

Energy formulation

- Kinetic energy
 - Translational energy T_t of the centerline

$$T_t = \frac{1}{2} \int_0^1 \rho \pi r^2 \dot{\mathbf{r}} \cdot \dot{\mathbf{r}} d\sigma$$

Rotational energy follows from the angular velocities

$$T_r = \frac{1}{2} \int_0^1 \sum_{k=1}^3 I_{kk} \left(\frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \dot{\mathbf{q}}\right)^2 d\sigma$$
inertia tensor

 $\mathbf{\omega}_k = \frac{2}{\|\mathbf{q}\|^2} \mathbf{B}_k \mathbf{q} \cdot \dot{\mathbf{q}}$

Energy formulation

- Dissipation energy
 - Internal friction energy, damping velocity

$$D_t = \frac{1}{2} \int_0^1 \gamma_t \mathbf{v}^{(rel)} \cdot \mathbf{v}^{(rel)} d\sigma$$

$$\mathbf{v}^{(rel)} = \frac{1}{\|\mathbf{r}'\|^2} \mathbf{r}' (\dot{\mathbf{r}}' \cdot \mathbf{r}')$$

projected relative translational velocity

Rotational dissipation energy from relative angular velocity

$$D_r = \frac{1}{2} \int_0^1 \gamma_r \omega_0' \cdot \omega_0' d\sigma$$

- Lagrangian equation of motion
 - Dynamic equilibrium configuration of an elastic rod
 - A critical point of the Lagrangian

$$L = T - V + D$$

Subject to the holonomic constraints

$$\mathbf{C}_p \equiv \frac{\mathbf{r}'}{\|\mathbf{r}'\|} - \mathbf{d}_3 = 0$$

$$C_q \equiv \|\mathbf{q}\|^2 - 1 = 0$$

- Lagrangian equation of motion
 - Employing calculus of variations by introducing Lagrangian multipliers

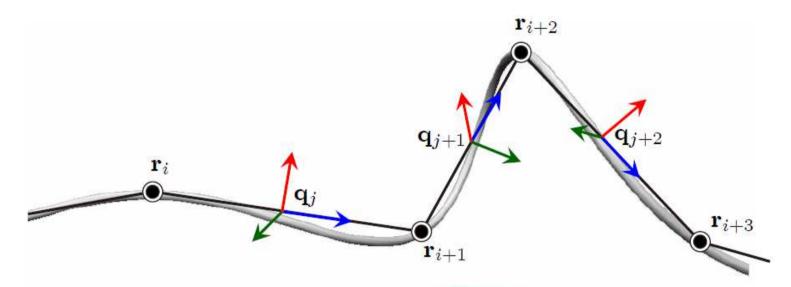
$$\lambda \in \mathbb{R}^3$$
 and $\mu \in \mathbb{R}$

Lagrangian equation of motion for an elastic rod

$$\frac{d}{dt}\frac{\partial T}{\partial \dot{g}_{i}} - \frac{\partial T}{\partial g_{i}} + \frac{\partial V}{\partial g_{i}} + \frac{\partial D}{\partial \dot{g}_{i}} + \lambda \cdot \frac{\partial \mathbf{C}_{p}}{\partial g_{i}} + \mu \frac{\partial C_{q}}{\partial g_{i}} = \int_{0}^{1} \mathbf{F}_{e} d\mathbf{\sigma}$$

$$g_{i} \in \{r_{x}, r_{y}, r_{z}, q_{1}, q_{2}, q_{3}, q_{4}\}$$
 external forces and torques

- Discrete energy formulation
 - Discretize the rod into elements

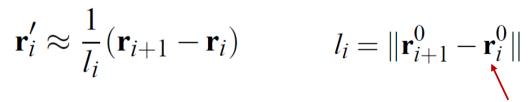


Discrete energy formulation

Discrete spatial derivative of the centerline

$$\mathbf{r}_i' = rac{\mathbf{r}_{i+1} - \mathbf{r}_i}{\|\mathbf{r}_{i+1} - \mathbf{r}_i\|}$$

By assuming a high stretch stiffness



 \mathbf{r}_{i+2} \mathbf{q}_{j+1} \mathbf{q}_{j+2} \mathbf{r}_{i+3}

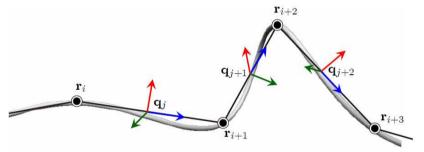
initial positions of the mass points

Discrete energy formulation

Discrete spatial derivative of the quaternion for orientation

$$\mathbf{q}_j' \approx \frac{1}{l_j} (\mathbf{q}_{j+1} - \mathbf{q}_j)$$

$$l_j = \frac{1}{2}(\|\mathbf{r}_{i+2}^0 - \mathbf{r}_{i+1}^0\| + \|\mathbf{r}_{i+1}^0 - \mathbf{r}_{i}^0\|)$$

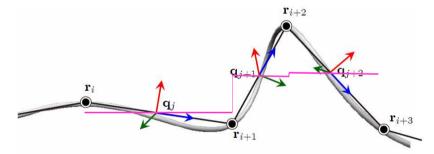


Discrete energy formulation

- Interpolate the displacements within the elements
 - Employ constant shape functions

$$\bar{\mathbf{r}}_i(\xi) = \bar{\mathbf{r}}_i = \frac{1}{2}(\mathbf{r}_i + \mathbf{r}_{i+1})$$

$$\mathbf{\bar{q}}_{j}(\mathbf{\xi}) = \mathbf{\bar{q}}_{j} = \frac{1}{2}(\mathbf{q}_{j} + \mathbf{q}_{j+1})$$



- Higher-order shape functions increase the visual plausibility
 - · Require significantly more computations

Discrete energies

Expression for the stretch energy

$$V_{s}[i] = \frac{1}{2} \int_{0}^{l_{i}} K_{s}(\|\mathbf{r}_{i}'\| - 1)^{2} d\xi$$
$$= \frac{1}{2} l_{i} K_{s}(\frac{1}{l_{i}} \sqrt{(\mathbf{r}_{i+1} - \mathbf{r}_{i}) \cdot (\mathbf{r}_{i+1} - \mathbf{r}_{i})} - 1)^{2}$$

Expression for the bending energy

$$V_{b}[j] = \frac{1}{2} \int_{0}^{l_{j}} \sum_{k=1}^{3} K_{kk} \left(\underbrace{\frac{2}{\|\mathbf{\tilde{q}}_{j}\|^{2}}}_{\approx 2} \mathbf{B}_{k} \mathbf{\tilde{q}}_{j} \cdot \mathbf{q}'_{j} - \hat{u}_{k} \right)^{2} d\xi$$

$$= \frac{l_{j}}{2} \sum_{k=1}^{3} K_{kk} \left(\mathbf{B}_{k} (\mathbf{q}_{j} + \mathbf{q}_{j+1}) \cdot \frac{1}{l_{j}} (\mathbf{q}_{j+1} - \mathbf{q}_{j}) - \hat{u}_{k} \right)^{2}$$

Discrete potential energy

Kinetic translational energy per centerline element

$$T_{t}[i] = \frac{1}{2} \int_{0}^{l_{i}} \rho \pi r^{2} \dot{\mathbf{r}}_{i} \cdot \dot{\mathbf{r}}_{i} d\xi$$
$$= \frac{1}{8} \rho \pi r^{2} l_{i} (\dot{\mathbf{r}}_{i+1} + \dot{\mathbf{r}}_{i}) \cdot (\dot{\mathbf{r}}_{i+1} + \dot{\mathbf{r}}_{i})$$

Rotational kinetic energy per centerline element

$$T_{r}[j] = \frac{1}{2} \int_{0}^{l_{j}} \sum_{k=1}^{3} I_{kk} \left(\underbrace{\frac{2}{\|\mathbf{\tilde{q}}_{j}\|^{2}}}_{\approx 2} \mathbf{B}_{k} \mathbf{\tilde{q}}_{j} \cdot \dot{\mathbf{q}}_{j} \right)^{2} d\xi$$
$$= \frac{l_{j}}{8} \sum_{k=1}^{3} I_{kk} \left(\mathbf{B}_{k} (\mathbf{q}_{j} + \mathbf{q}_{j+1}) \cdot (\dot{\mathbf{q}}_{j} + \dot{\mathbf{q}}_{j+1}) \right)^{2}$$

Discrete kinetic energy

Translational dissipation energy per centerline element

$$D_t[i] = \frac{1}{2} \int_0^{l_i} \gamma_t \mathbf{v}_i^{(rel)} \cdot \mathbf{v}_i^{(rel)} d\xi = \frac{l_i}{2} \gamma_t \mathbf{v}_i^{(rel)} \cdot \mathbf{v}_i^{(rel)}$$

Projected relative translational velocity

$$\mathbf{v}_{i}^{(rel)} = \underbrace{\frac{1}{\|\mathbf{r}_{i}'\|^{2}}}_{\approx 1} \mathbf{r}_{i}' (\dot{\mathbf{r}}_{i}' \cdot \mathbf{r}_{i}') = \frac{1}{l_{i}^{3}} (\mathbf{r}_{i+1} - \mathbf{r}_{i}) \left((\dot{\mathbf{r}}_{i+1} - \dot{\mathbf{r}}_{i}) \cdot (\mathbf{r}_{i+1} - \mathbf{r}_{i}) \right)$$

Discrete kinetic energy

Rotational dissipation energy per centerline element

$$D_{r}[j] = \frac{1}{2} \int_{0}^{l_{j}} \gamma_{r} \sum_{k=1}^{3} \left(\frac{1}{l_{j}} 2\mathbf{B}_{k}^{0} \mathbf{q}_{j+1} \dot{\mathbf{q}}_{j+1} - \frac{1}{l_{j}} 2\mathbf{B}_{k}^{0} \mathbf{q}_{j} \dot{\mathbf{q}}_{j}\right)^{2} d\xi$$
$$= \frac{2}{l_{j}} \gamma_{r} \sum_{k=1}^{3} \left(\mathbf{B}_{k}^{0} \mathbf{q}_{j+1} \dot{\mathbf{q}}_{j+1} - \mathbf{B}_{k}^{0} \mathbf{q}_{j} \dot{\mathbf{q}}_{j}\right)^{2}$$

• Assuming $\|\mathbf{q}_j\| pprox 1$

Numerical solution

- Assembly of the equations of motion
 - Substituting the discrete energies per element into

$$\frac{d}{dt}\frac{\partial T}{\partial \dot{g}_i} - \frac{\partial T}{\partial g_i} + \frac{\partial V}{\partial g_i} + \frac{\partial D}{\partial \dot{g}_i} + \lambda \cdot \frac{\partial \mathbf{C}_p}{\partial g_i} + \mu \frac{\partial C_q}{\partial g_i} = \int_0^1 \mathbf{F}_e d\mathbf{\sigma}$$

· Writing for all elements results in a system of equations of the form

$$\mathbf{M}\ddot{\mathbf{g}} + \mathbf{f}(\dot{\mathbf{g}},\mathbf{g}) = \left(\mathbf{F}_e \ au_e
ight)^{\mathsf{T}}$$
 Conjugate gradient method, expensive!

Contain nonlinear terms

conforms to a nonlinear stiffness function

Numerical solution

- Implementation of the constraints
 - Look at the formulation again

$$\frac{d}{dt}\frac{\partial T}{\partial \dot{g}_i} - \frac{\partial T}{\partial g_i} + \frac{\partial V}{\partial g_i} + \frac{\partial D}{\partial \dot{g}_i} + \frac{\partial C_p}{\partial g_i} + \mu \frac{\partial C_q}{\partial g_i} = \int_0^1 \mathbf{F}_e d\mathbf{\sigma}$$

Lagrange multipliers to enforce constraints

- Penalty method (efficiency)
 - Formulated a constraint as an energy function $E(\mathbf{x}): \mathbb{R}^n \to \mathbb{R}$
 - · The constraint is satisfied if

$$E(\mathbf{x}) = 0$$
 — Constraint forces **F**

Numerical solution

- Implementation of the constraints
 - Employ energy constraints from penalty method (potential energy)

• Parallel constraint
$$\mathbf{C}_{p} \equiv \frac{\mathbf{r}'}{\|\mathbf{r}'\|} - \mathbf{d}_{3} = 0 \qquad \Longrightarrow \qquad E_{p} = \frac{1}{2} \int_{0}^{1} \kappa (\frac{\mathbf{r}'}{\|\mathbf{r}'\|} - \mathbf{d}_{3}) \cdot (\frac{\mathbf{r}'}{\|\mathbf{r}'\|} - \mathbf{d}_{3}) d\sigma$$

$$E_{p}[i] = \frac{1}{2} \int_{0}^{l_{i}} \kappa \left(\frac{\mathbf{r}'_{i}}{\|\mathbf{r}'_{i}\|} - \mathbf{d}_{3}(\mathbf{q}_{i})\right) \cdot \left(\frac{\mathbf{r}'_{i}}{\|\mathbf{r}'_{i}\|} - \mathbf{d}_{3}(\mathbf{q}_{i})\right) d\xi$$

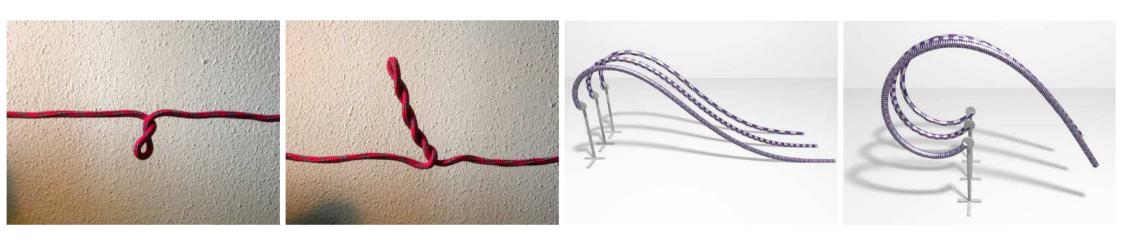
$$= \frac{l_{i}}{2} \kappa \left(\frac{\mathbf{r}_{i+1} - \mathbf{r}_{i}}{\|\mathbf{r}_{i+1} - \mathbf{r}_{i}\|} - \mathbf{d}_{3}(\mathbf{q}_{i})\right) \cdot \left(\frac{\mathbf{r}_{i+1} - \mathbf{r}_{i}}{\|\mathbf{r}_{i+1} - \mathbf{r}_{i}\|} - \mathbf{d}_{3}(\mathbf{q}_{i})\right)$$

Rotational constraint (coordinate projection)

$$C_q \equiv \|\mathbf{q}\|^2 - 1 = 0$$
 \longrightarrow $\mathbf{q}_i \leftarrow \frac{\hat{\mathbf{q}}_i}{\|\hat{\mathbf{q}}_i\|}$

Results

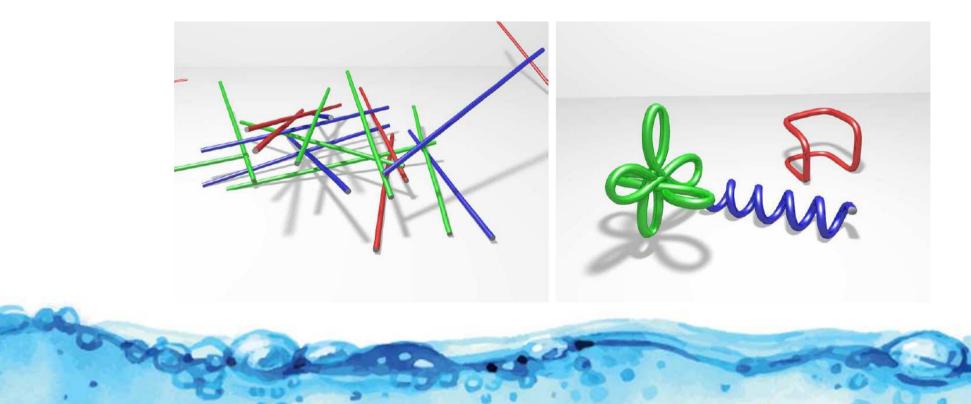
Discrete rods





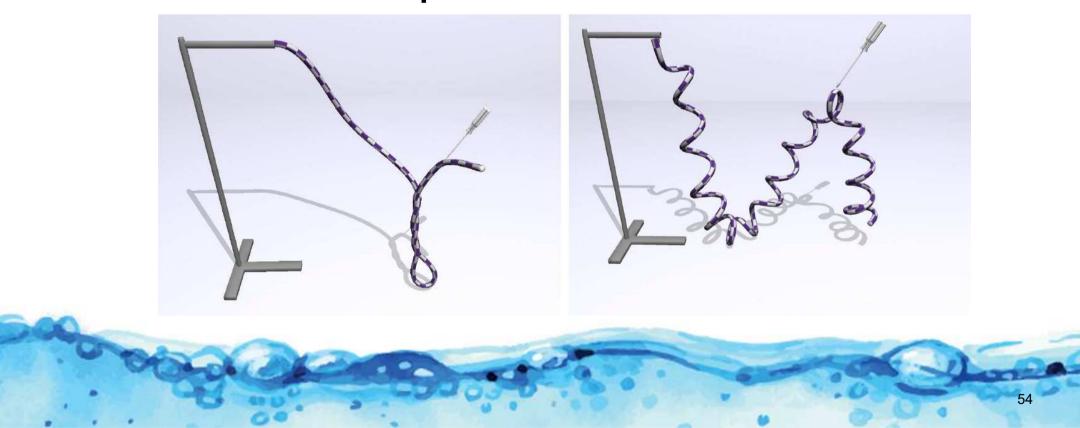
Results

Pre-shaped stiff objects



Results

Virtual interactive ropes and threads

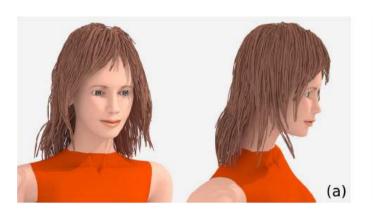


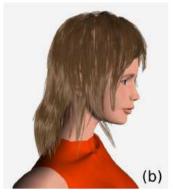
II. Inverse Hair Dynamics

Inverse Dynamic Hair Modeling with Frictional Contact

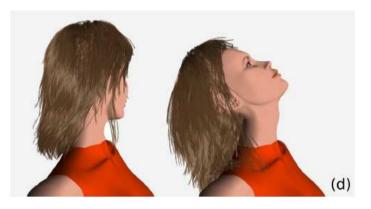
Recover the hair dynamics from geometric styling

- Recover frictional contact
- Strictly convex second-order cone quadratic program









Inverse Dynamic Hair Modeling with Frictional Contact

INRIA and Laboratoire Jean Kuntzmann (Grenoble University, CNRS), France

Inverse Dynamic Hair Modeling with Frictional Contact

Alexandre Derouet-Jourdan Florence Bertails-Descoubes Gilles Daviet Joëlle Thollot Next Lecture: Soft-Body Simulation – Cloth I