**Useful, very relevant papers / links**

**Real-time destruction simulation with pre-fractured model**

[Real-time destruction simulation with pre-fractured model | IEEE Conference Publication | IEEE Xplore](https://ieeexplore.ieee.org/abstract/document/6526040/references#references)

* ***Good base and relevance to my project***
* Covers general structure and design for brittle material destruction.
* Covers fracture simulation algorithm.

**A Cracking Algorithm for Exploding Objects**

[Microsoft Word - Final Report.doc (psu.edu)](https://citeseerx.ist.psu.edu/document?repid=rep1&type=pdf&doi=e142fee28d2c8baaeea6ea1f87e5d872a979a978)

* Good overview of polygonal clipping
* Binary space partitioning trees

**The Art of Destruction in Rainbow Six: Siege**

[GDC 2005 (ubm-twvideo01.s3.amazonaws.com)](https://ubm-twvideo01.s3.amazonaws.com/o1/vault/gdc2016/Presentations/LHeureux_Julien_Art_Of_Destruction.pdf)

* Brief look at design structure for destruction
* Improving visual look with after decorations
* **Destruction performance**
  + **A synchronicity trick**
  + **What to multithread**
  + **Function slicing**

**Useful, somewhat relevant** **papers / links**

**Real Time Mesh Fracturing Using 2D Voronoi Diagrams**

[FULLTEXT02 (diva-portal.org)](https://www.diva-portal.org/smash/get/diva2:1452512/FULLTEXT02)

* **Needs more reading**
* Possible good functions / formulas for 2D destruction -> 3D mesh

**Not as relevant** **papers / links**

**Modelling Inelastic Deformation: Viscoelasticity, Plasticity, Fracture**

[Modeling inelastic deformation (acm.org)](https://dl.acm.org/doi/epdf/10.1145/54852.378522)

* Physically based models using elasticity

**NVIDIA Blast**

[Blast (nvidia.com)](https://docs.nvidia.com/gameworks/content/gameworkslibrary/blast/blast.htm)

* Chunk hierarchies for fractured pieces