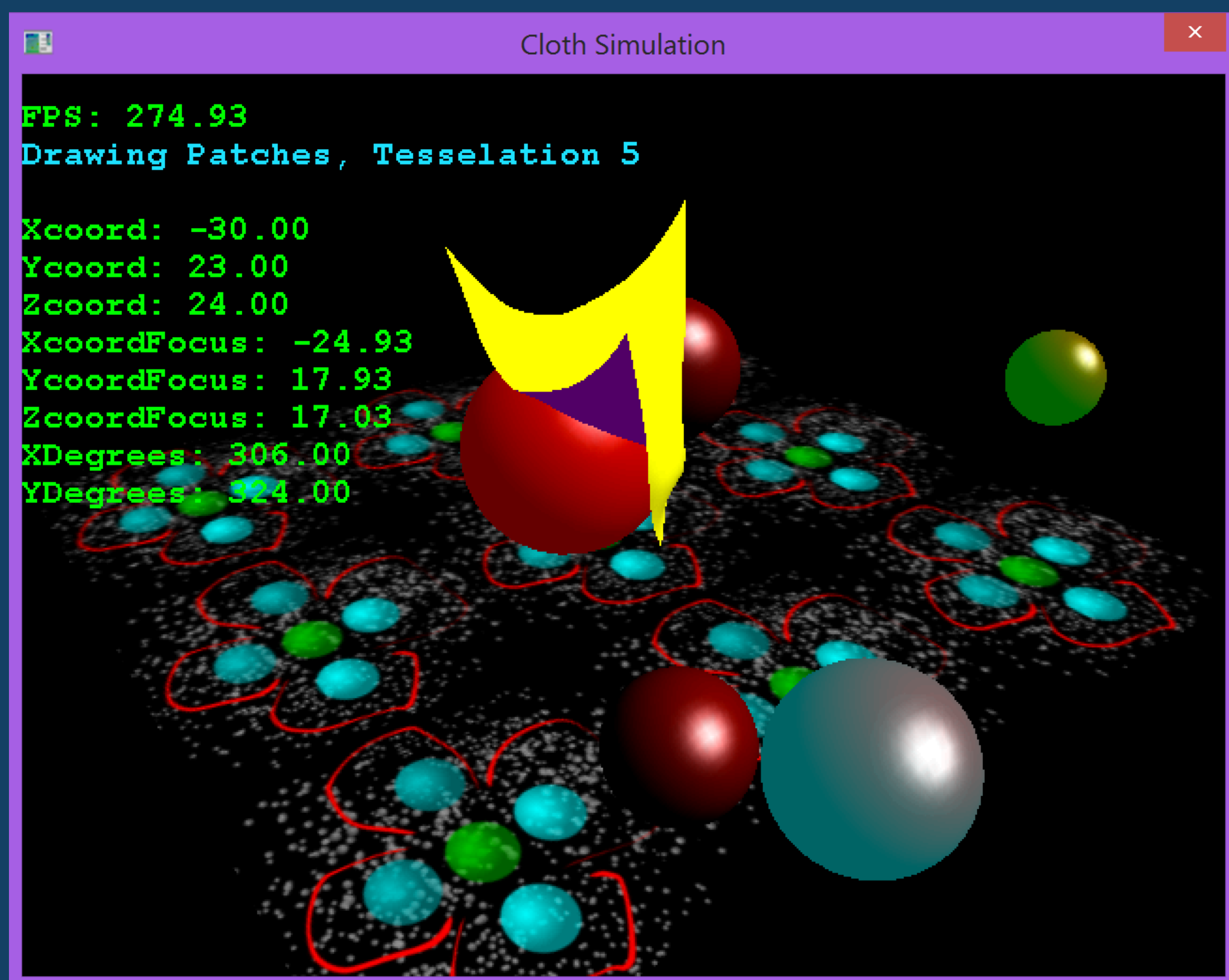


Cloth Simulation



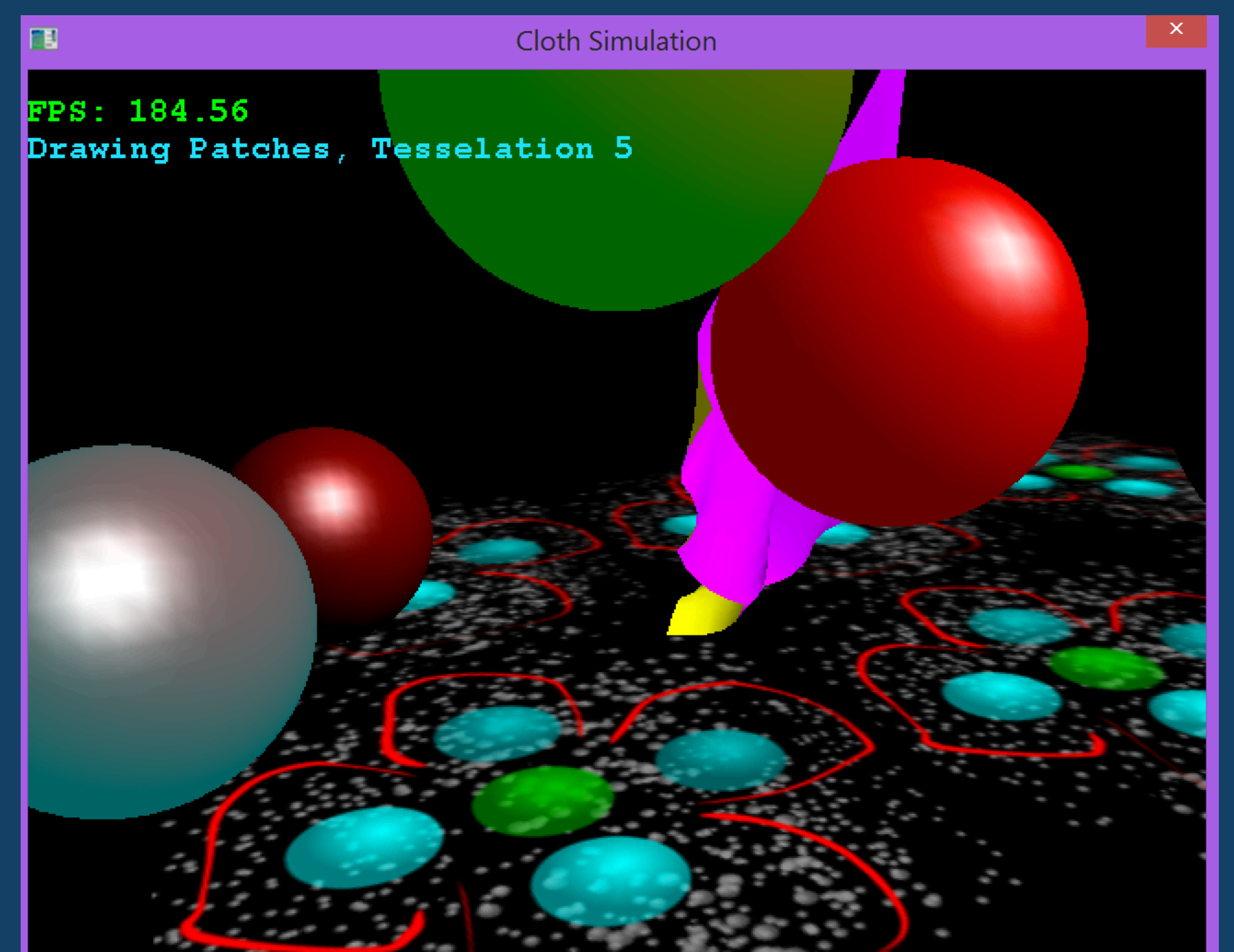
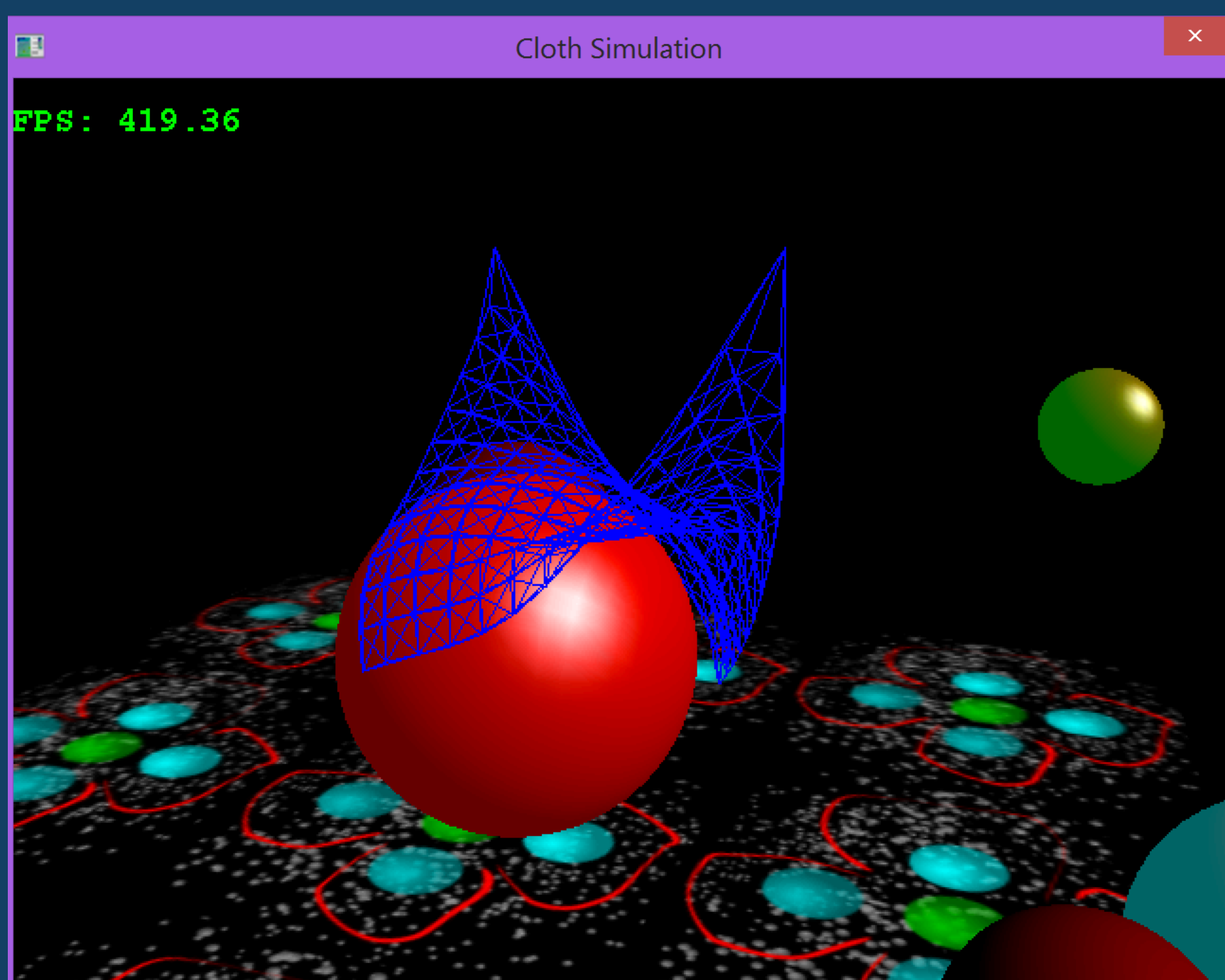
- Keeps track of frames per second
- Option to display properties visually

Camera View

- Up/down/left/right/forward/backward
- Rotate left/right, rotate up/down

Cloth Position

- Cloth reset position can be changed like the camera view
- Components of cloth are drawn by triangles
- Realistic collision from cloth to spheres



Created By Benjamin Ray Walker