Project Goals

The goal of this project was to create an easier way to use software we found online to create more realistic animations when simulating the tearing of objects. The software we found is called AnisoMPM and was created by Joshua Wolper and others at the University of Pennsylvania. The link to their website can be found here:

<https://joshuahwolper.com/anisompm>

We wanted to accomplish this by creating an add-on for an open source 3D modeling software called Blender. The idea was that by creating this add-on, artists and animators would be able to run these simulations without having to learn how to use linux and command lines and all the more technical things.