California State University San Bernardino
School of Computer Science and Engineering

Masters Project Presentation

Date
March 1, 2016

Time
11:00 AM

Place
JB-358

Title
CLOTH: MODELING, DEFORMATION, AND SIMULATION

Candidate
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Advisor
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Committee Members
Dr. Ernesto Gomez
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Abstract
This project presents the concepts of modeling cloth objects with different materials by using parameters such as mass, stiffness, and damping. This project also introduces deformation and simulation methods to animate the movement of cloth objects. The implementation is developed using C++ for fast processing but the visualization is done by Maya, which is a professional 3D modeling and animation tool.