

**California State University San Bernardino
School of Computer Science & Engineering**

MASTERS PROJECT PROPOSAL PRESENTATION

Date/Time

October 12, 2015 (Monday), 3:30 PM

Location

JB 359

Topic

Animating Cloth: Modeling, Deformation and Simulation

Candidate

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Advisor

Dr. David Turner

Committee Members

Dr. Kerstin Voigt

Dr. Ernesto Gomez

Abstract

This proposal is attended to address research challenges in Modeling, Deformation and Simulation of 3D cloth materials. These problems exist in in the applied fields of computer graphics, motion pictures, and movie animation. My project describes and prototypes the process of simulating cloth using a mass-spring system to control a deformable mesh. The processes of modelling, deforming, and simulating will be implemented in C++. The results will be visualized using 3D animation software, such as Maya and Blender.