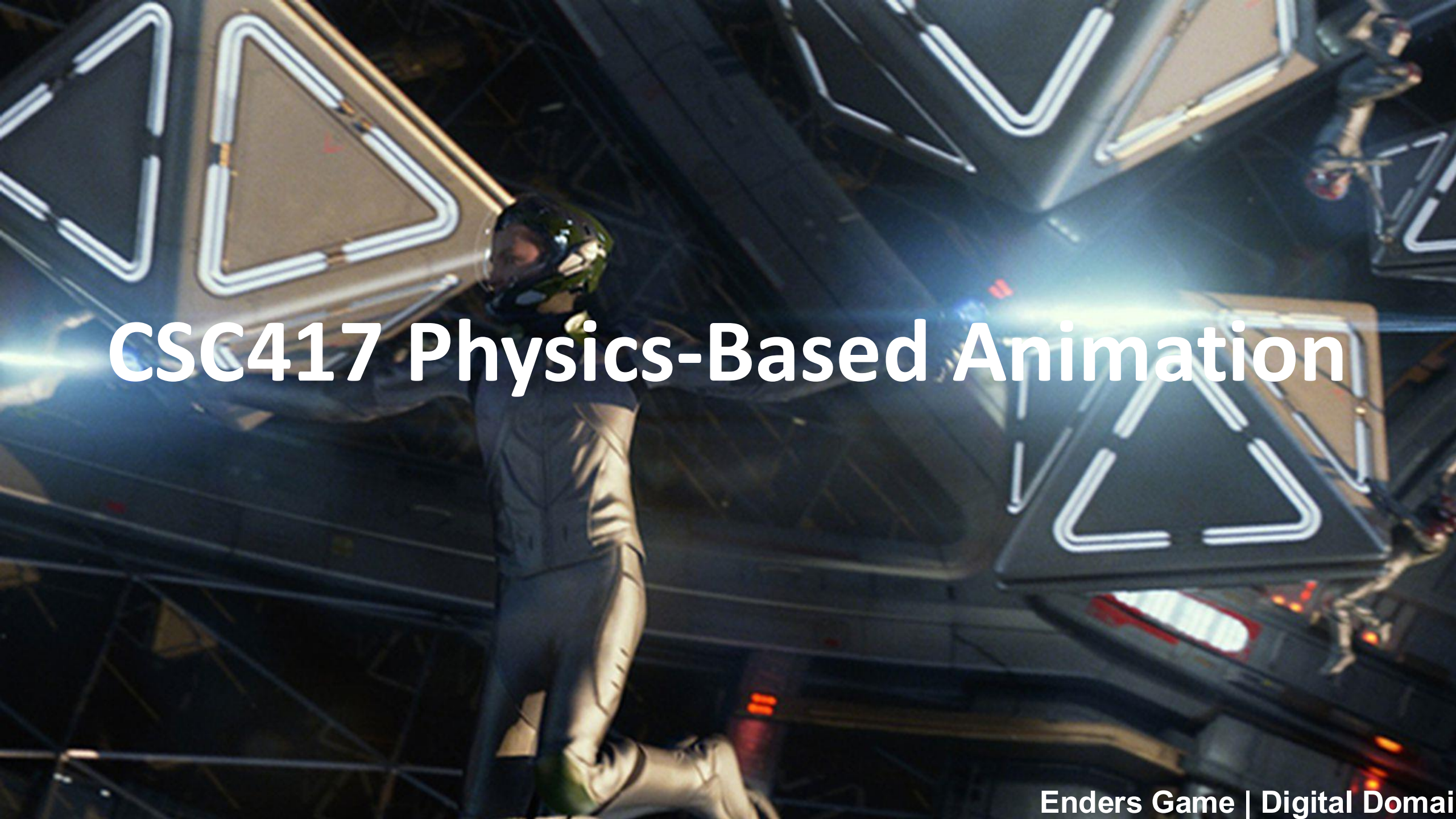


CSC417 Physics-Based Animation

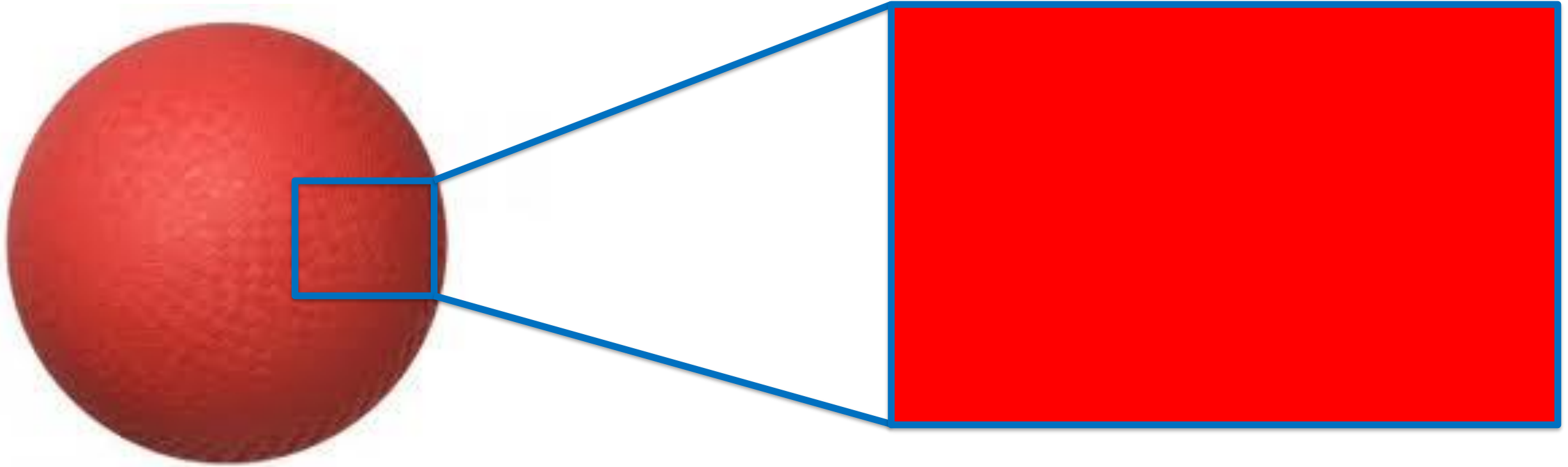
A character in a futuristic, dark-colored suit with gold accents and a helmet is running through a complex, industrial-looking corridor. The corridor features large, triangular light fixtures with glowing white outlines. The scene is dimly lit, with a bright light source creating a lens flare effect on the right side. The overall aesthetic is high-tech and cinematic.

Deformation and The Finite Element Method



Questions from Previous Lecture ?

Continuum Hypothesis

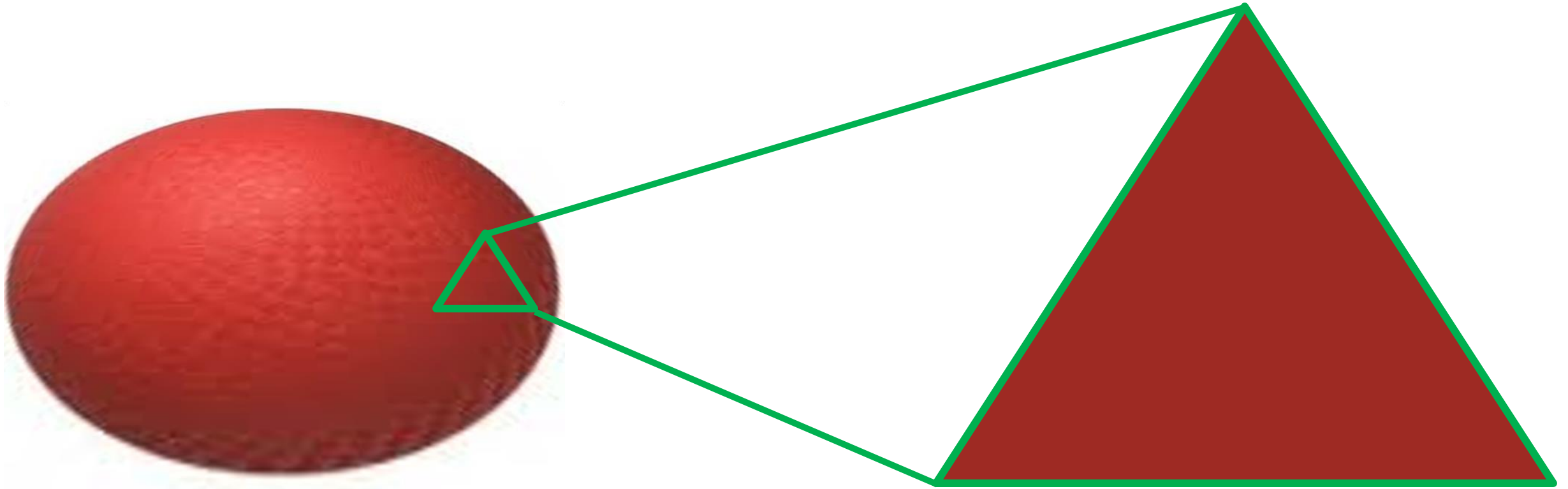


Continuum Mechanics

How did every point in this object change shape ?



Continuum Mechanics

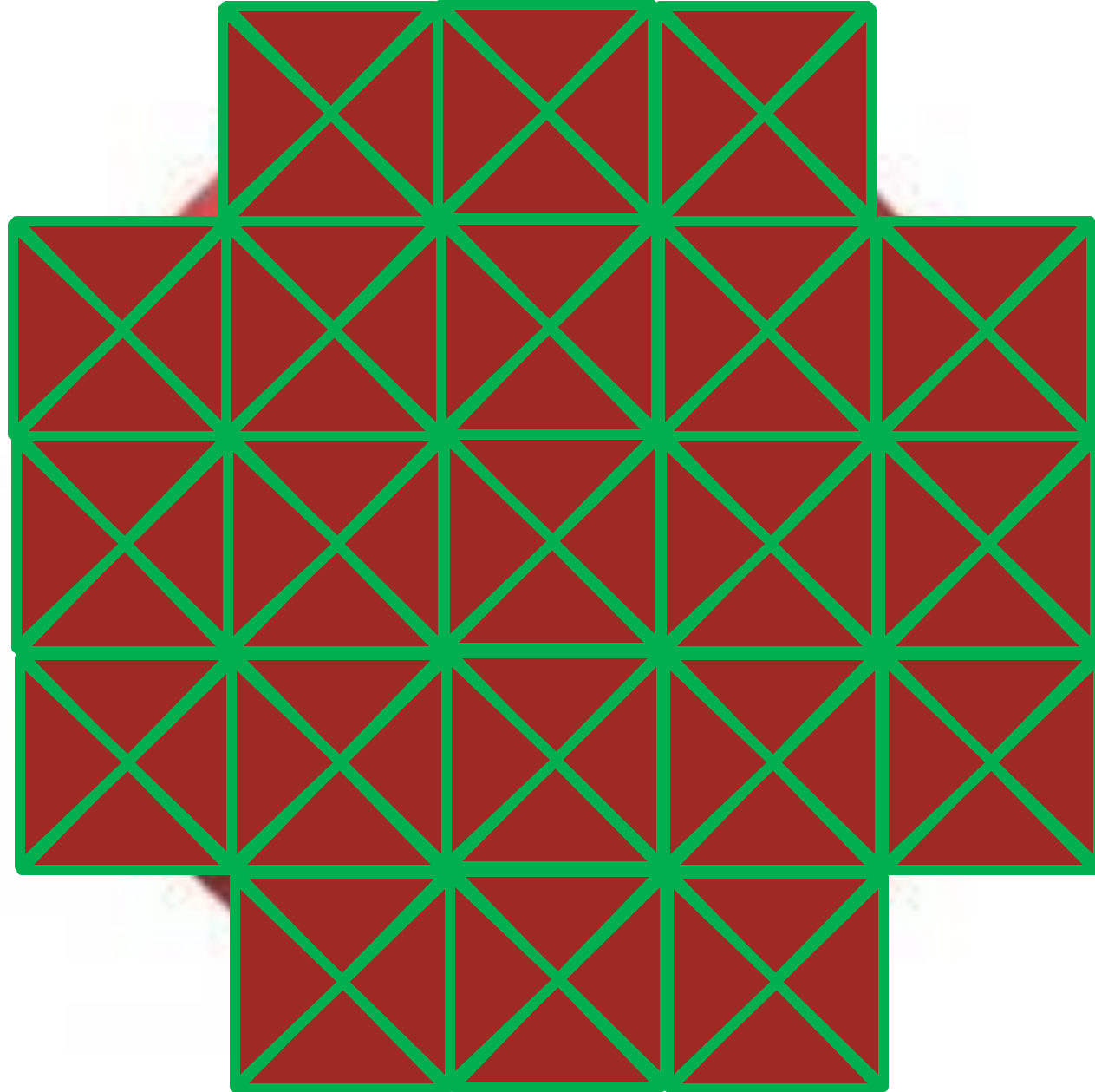


What is happening in this tiny chunk of material ?

Finite Element Method



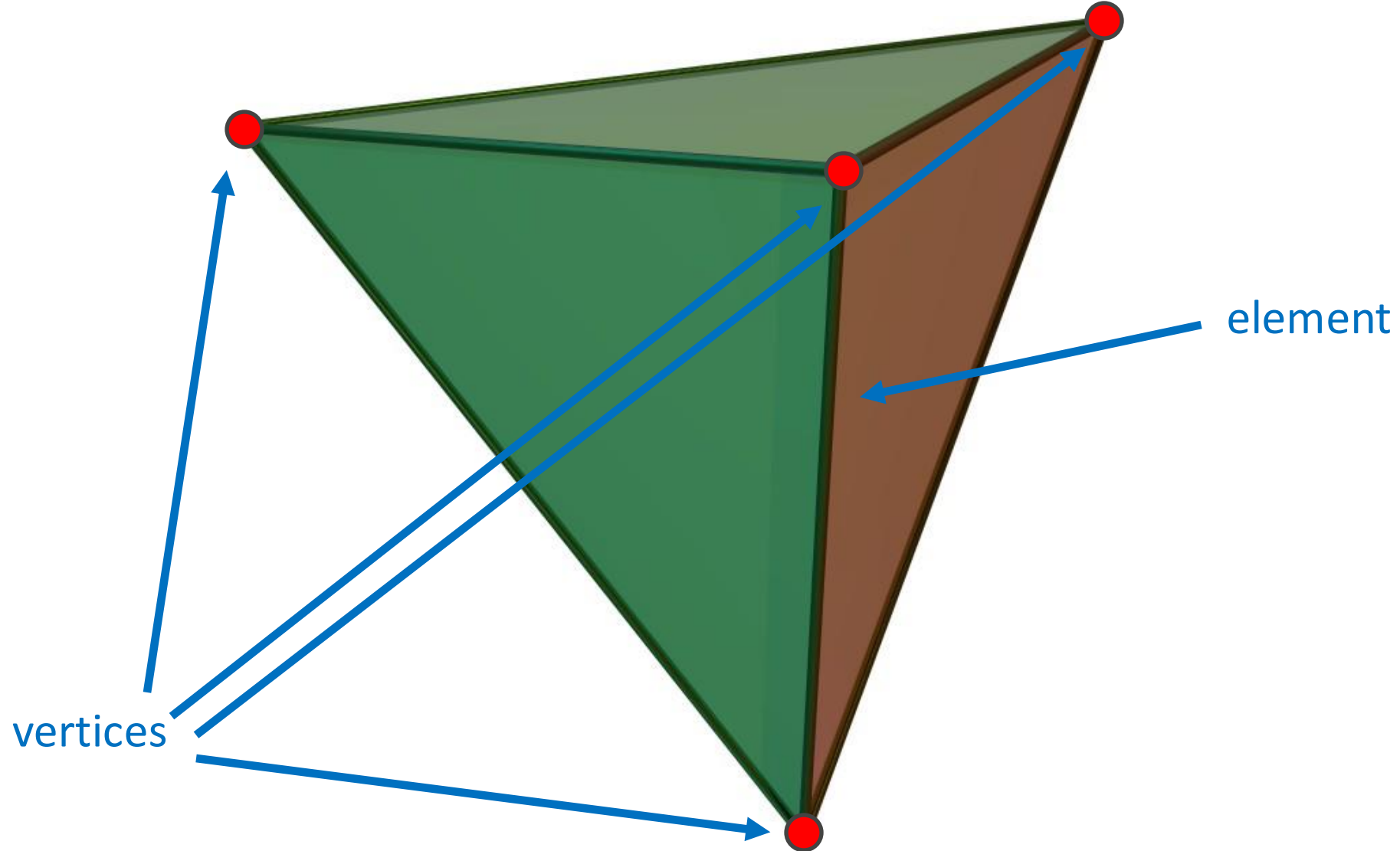
Finite Element Method



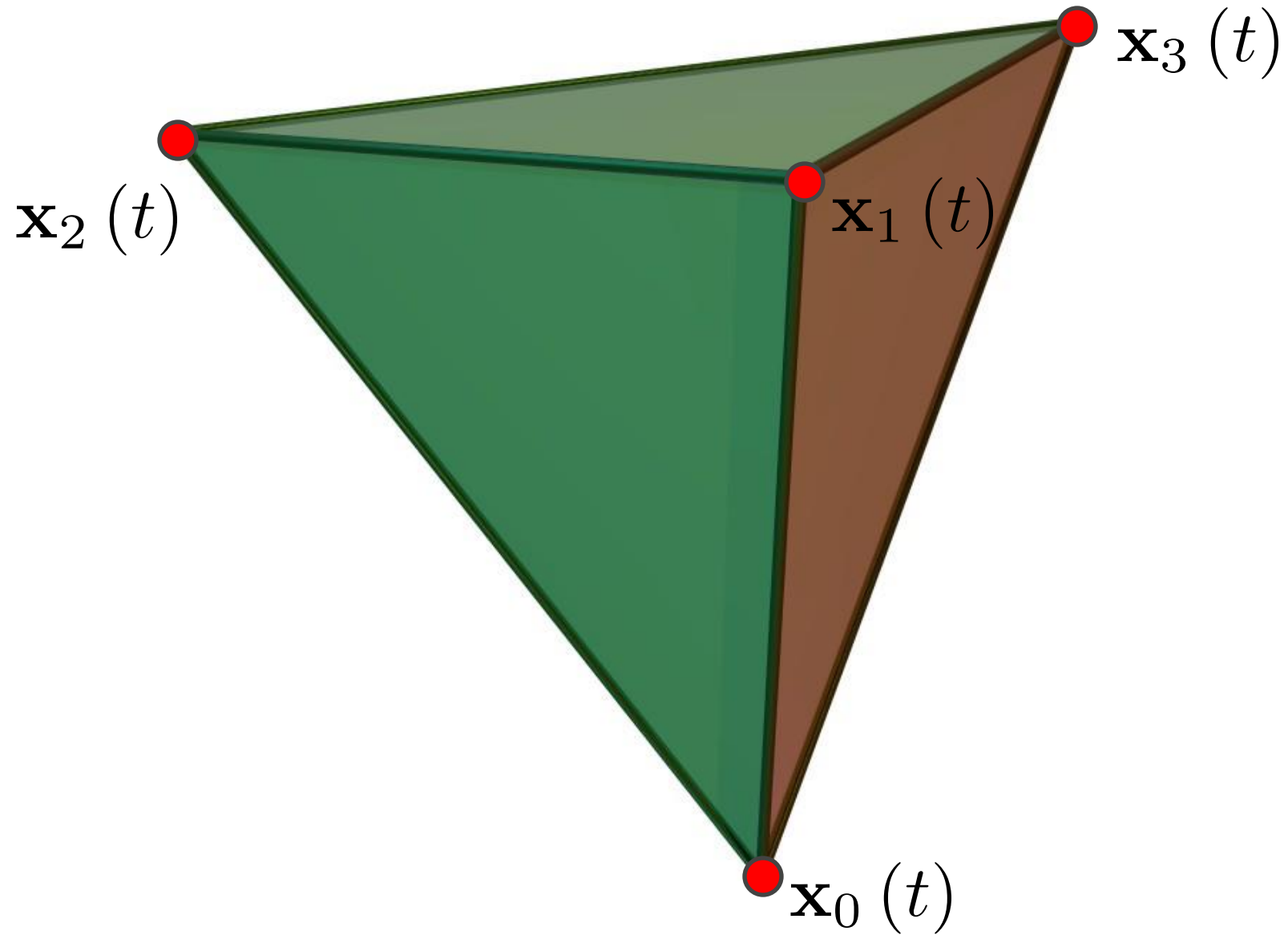
We want to figure out how to compute this !

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{\mathbf{q}}} = \frac{\partial L}{\partial \mathbf{q}}$$

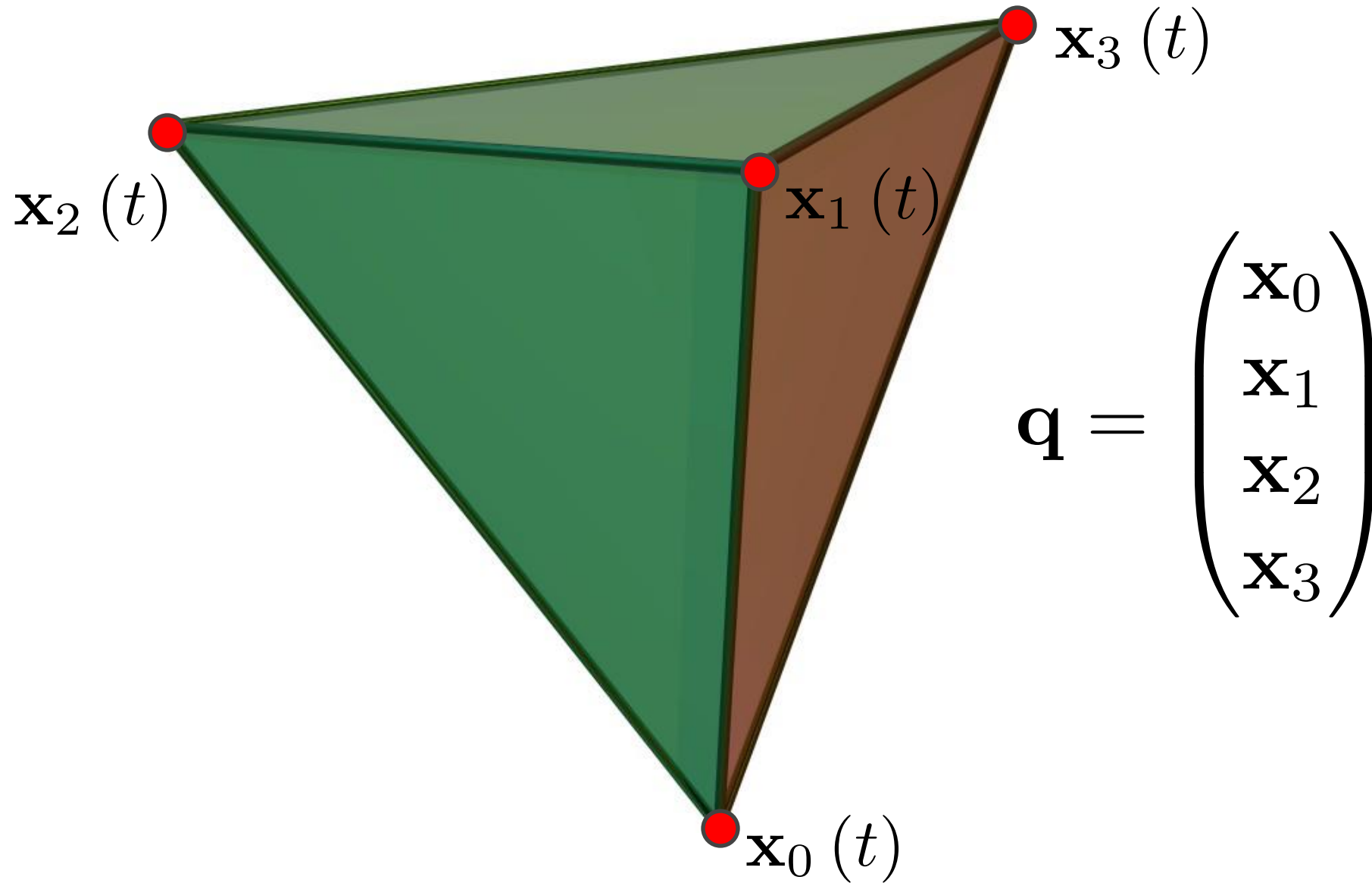
Tetrahedral Finite Elements



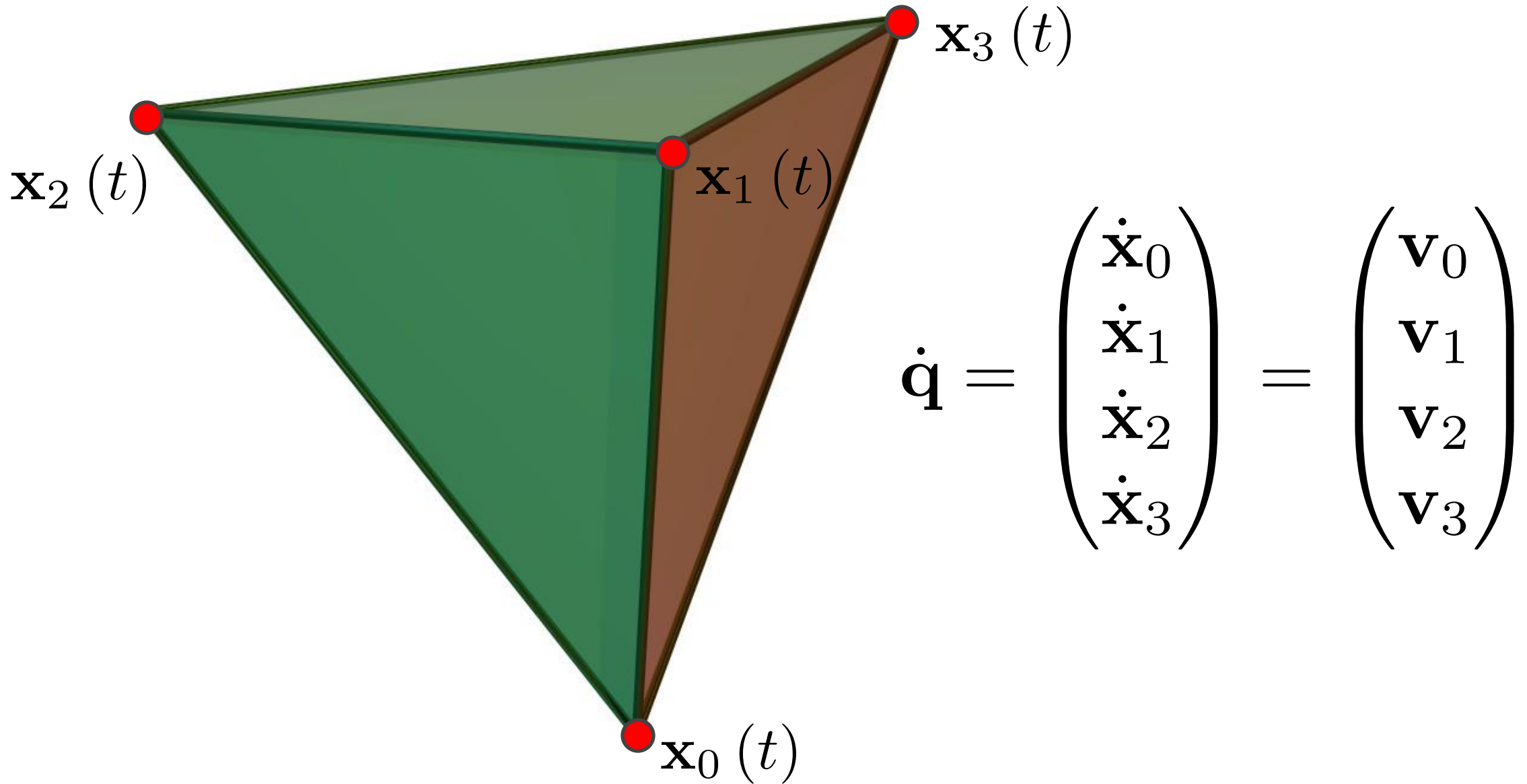
Tetrahedral Finite Elements



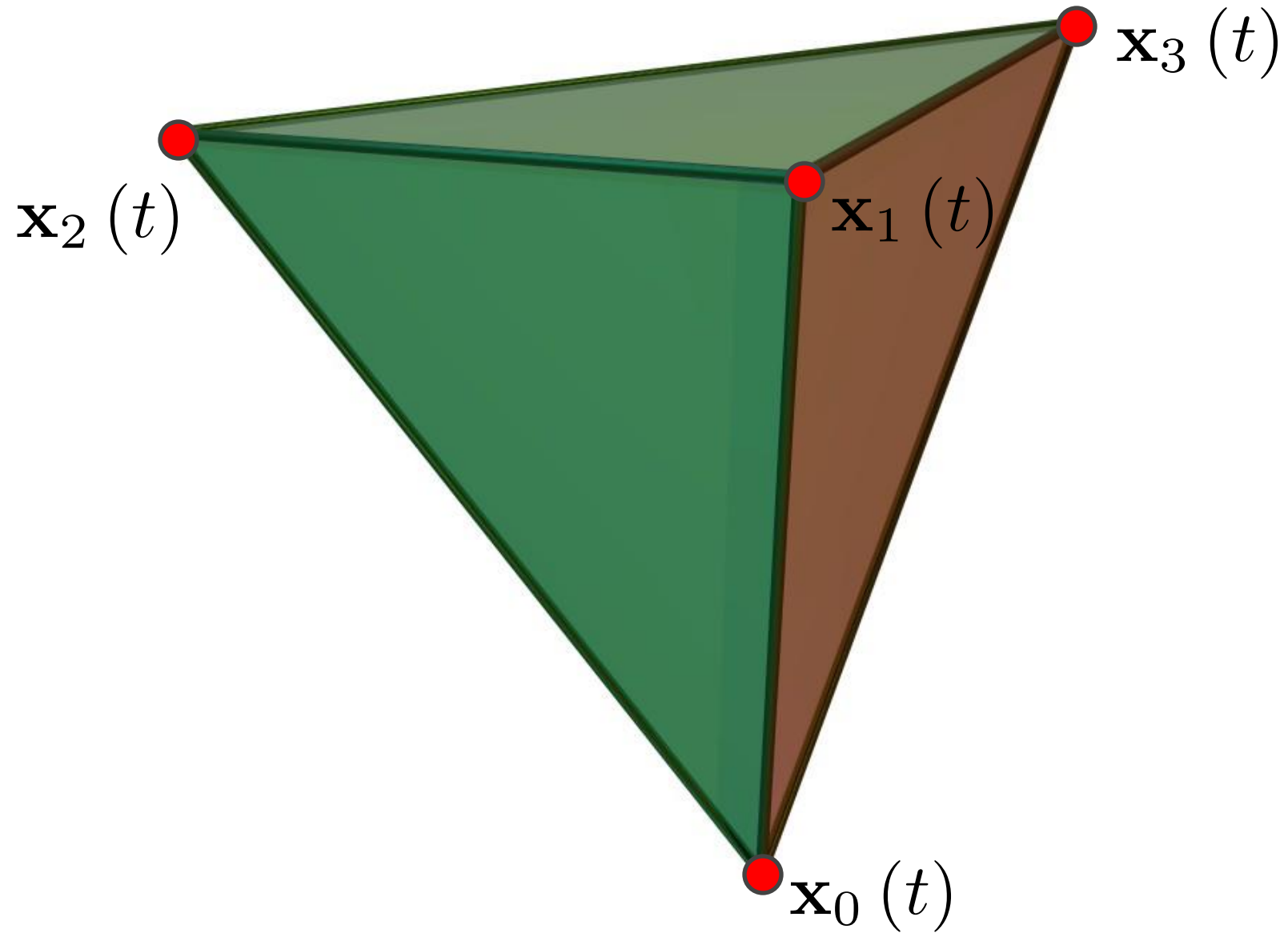
Tetrahedral Finite Elements



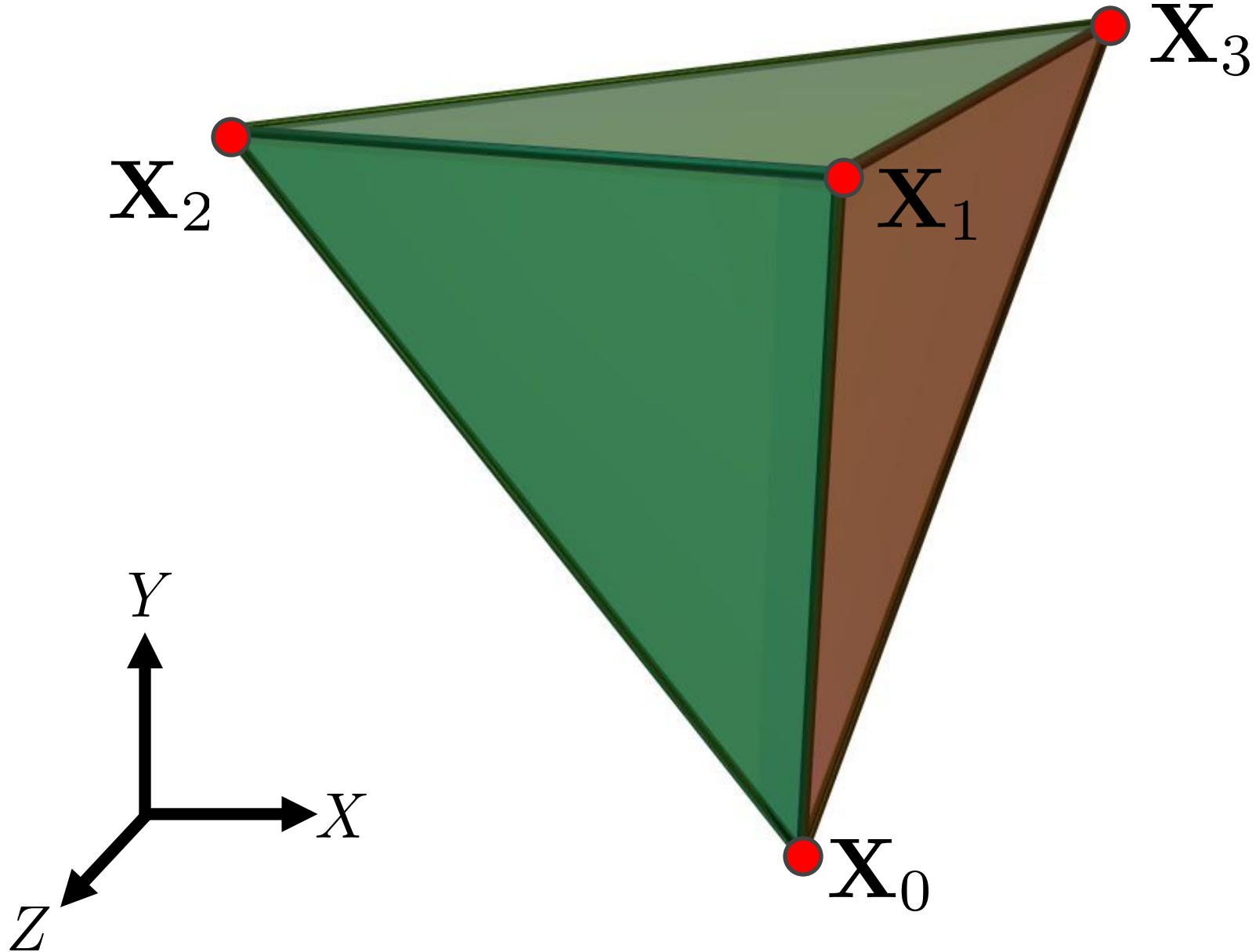
Generalized Coordinates for Tetrahedral Element



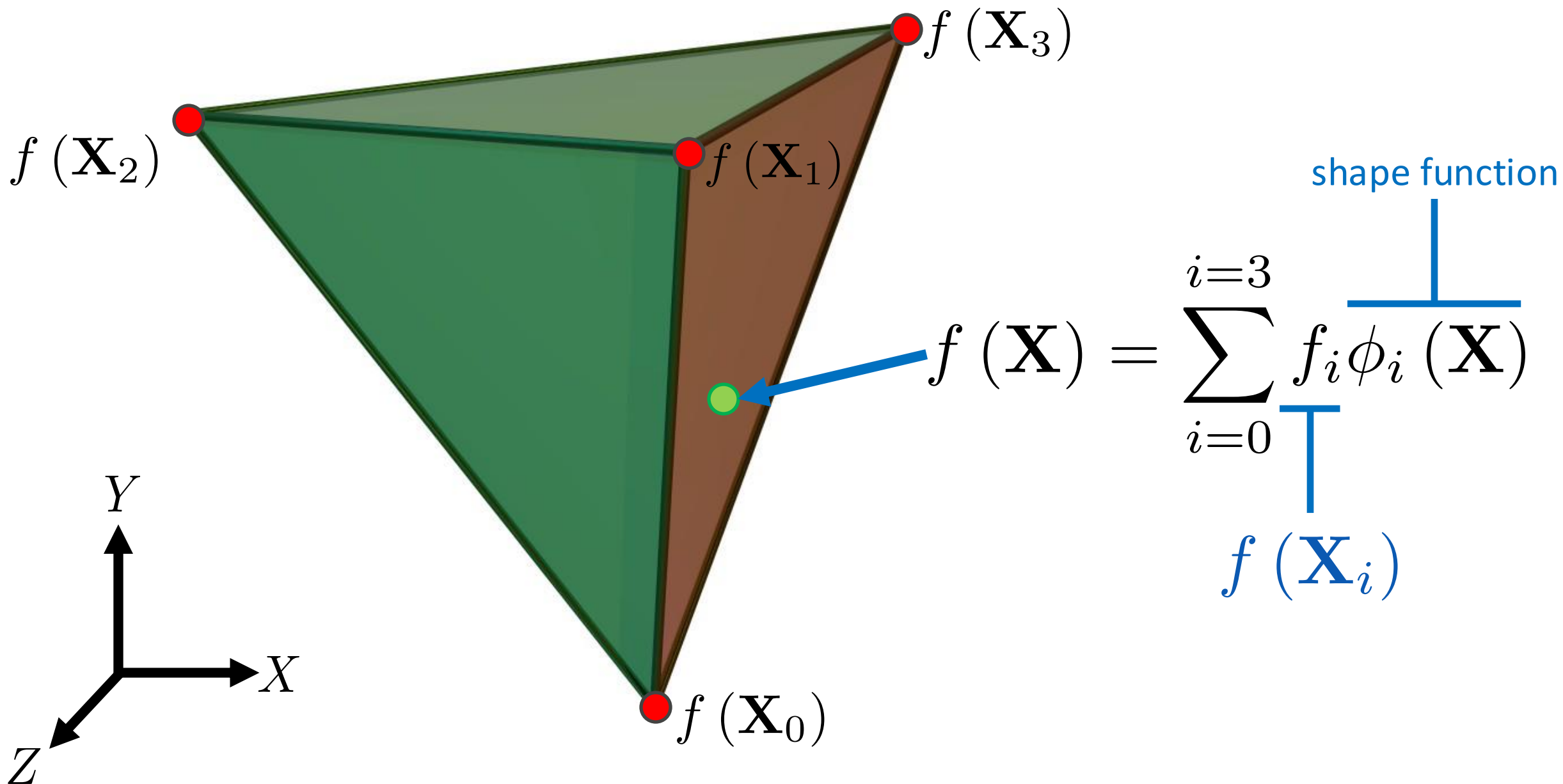
Finite Elements



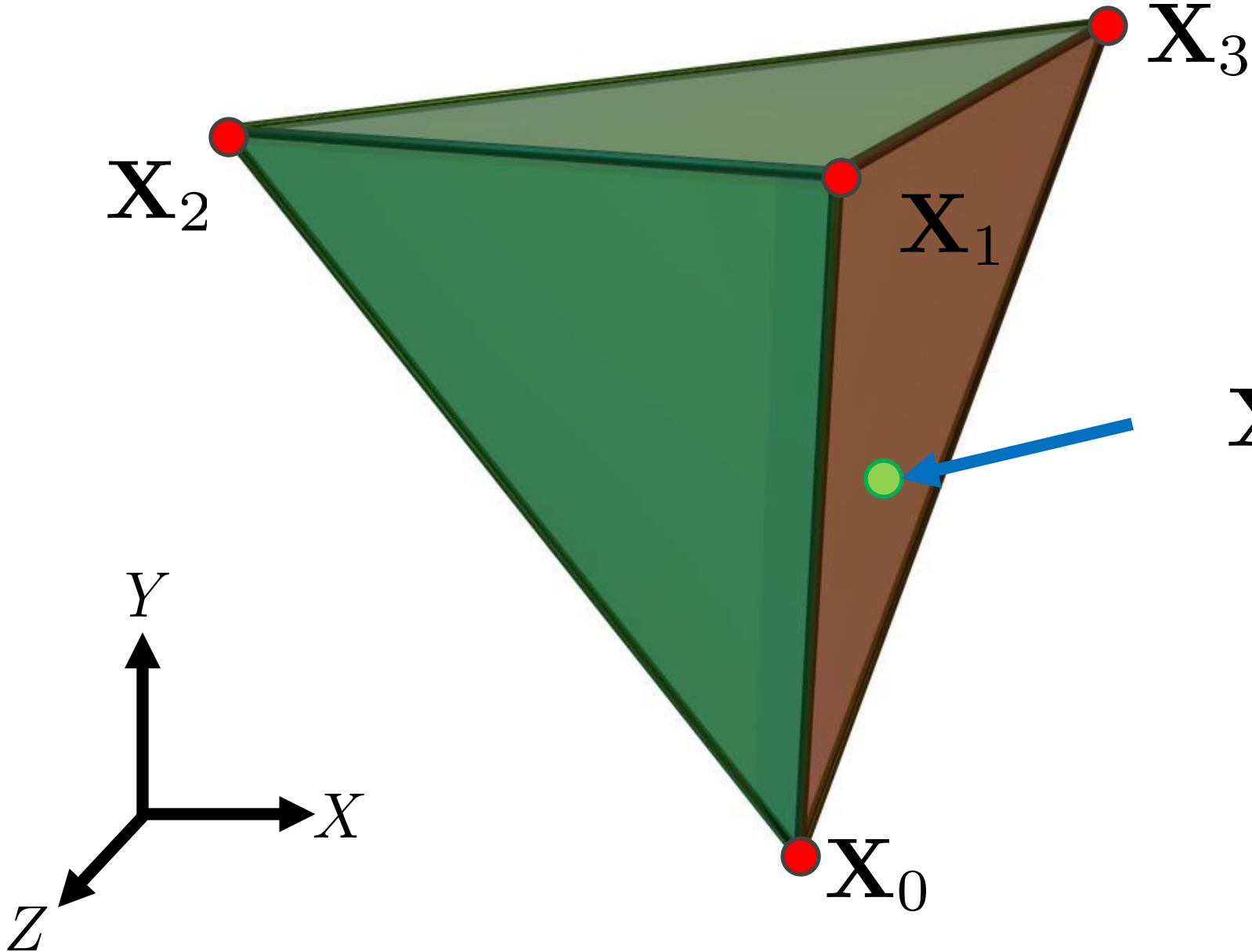
Finite Elements



Finite Elements

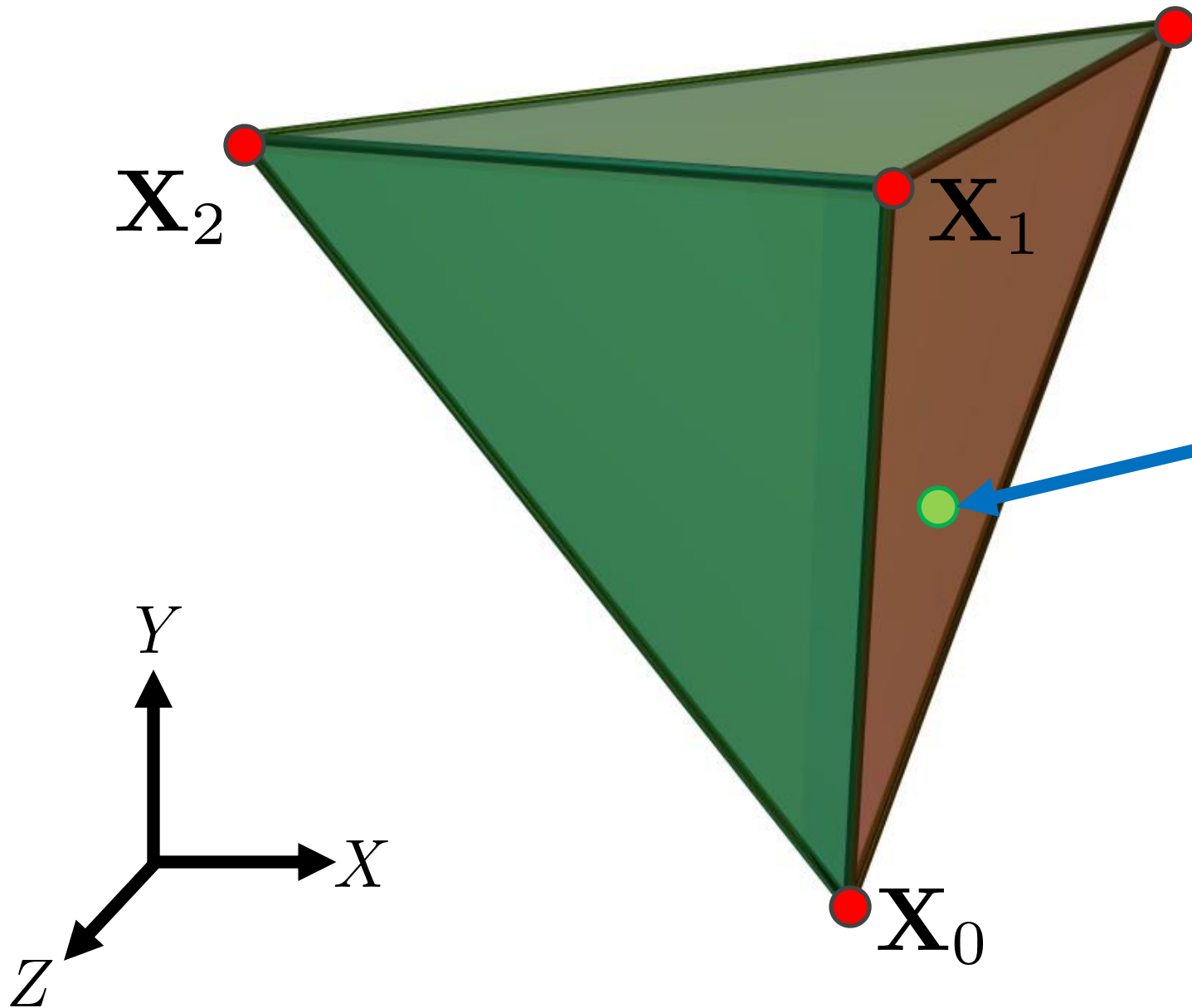


Finite Elements



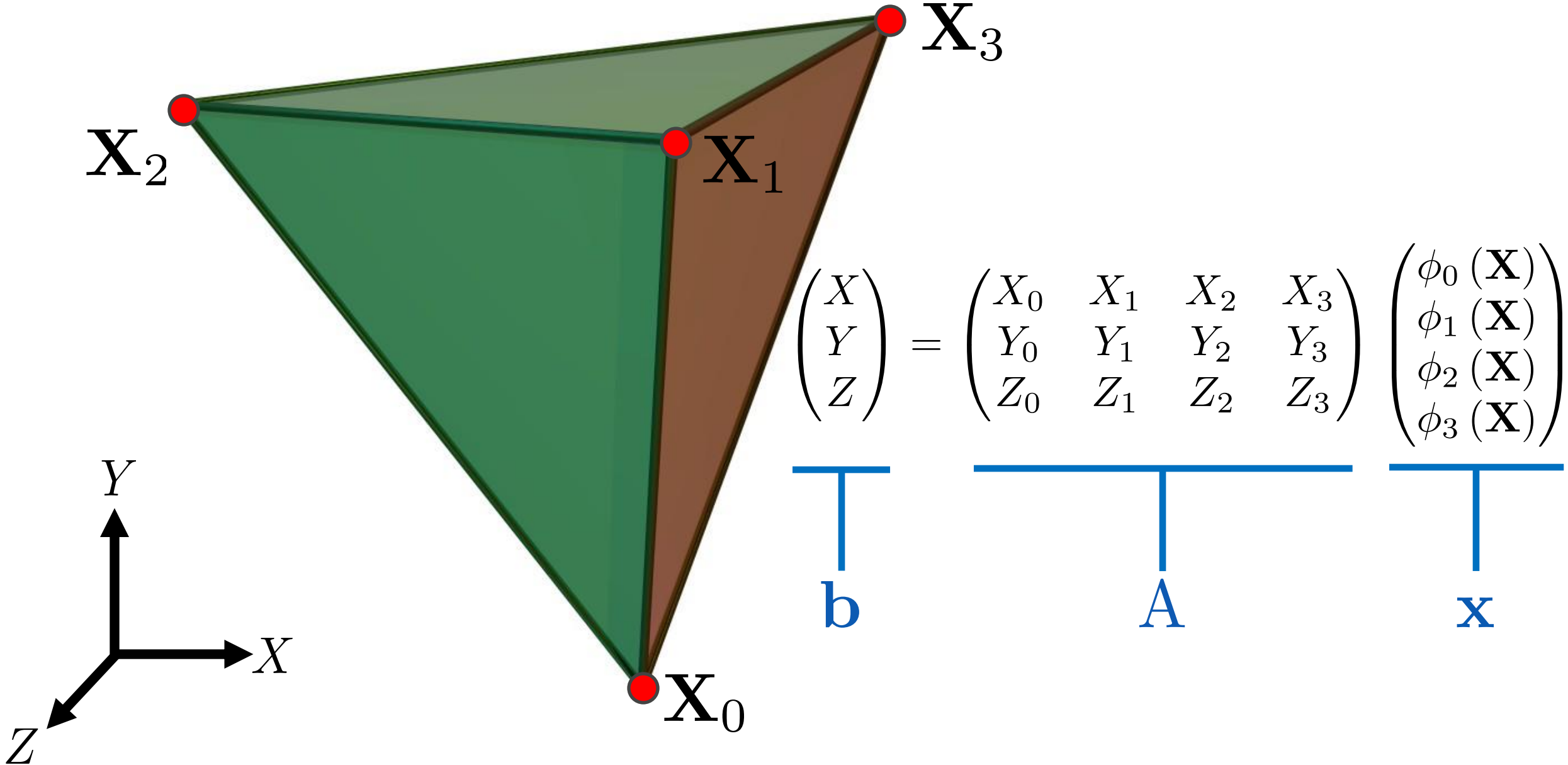
$$\mathbf{X} = \sum_{i=0}^3 \underbrace{\mathbf{X}_i}_{\text{vertex coordinates}} \underbrace{\phi_i(\mathbf{X})}_{\text{shape function}}$$

Finite Elements

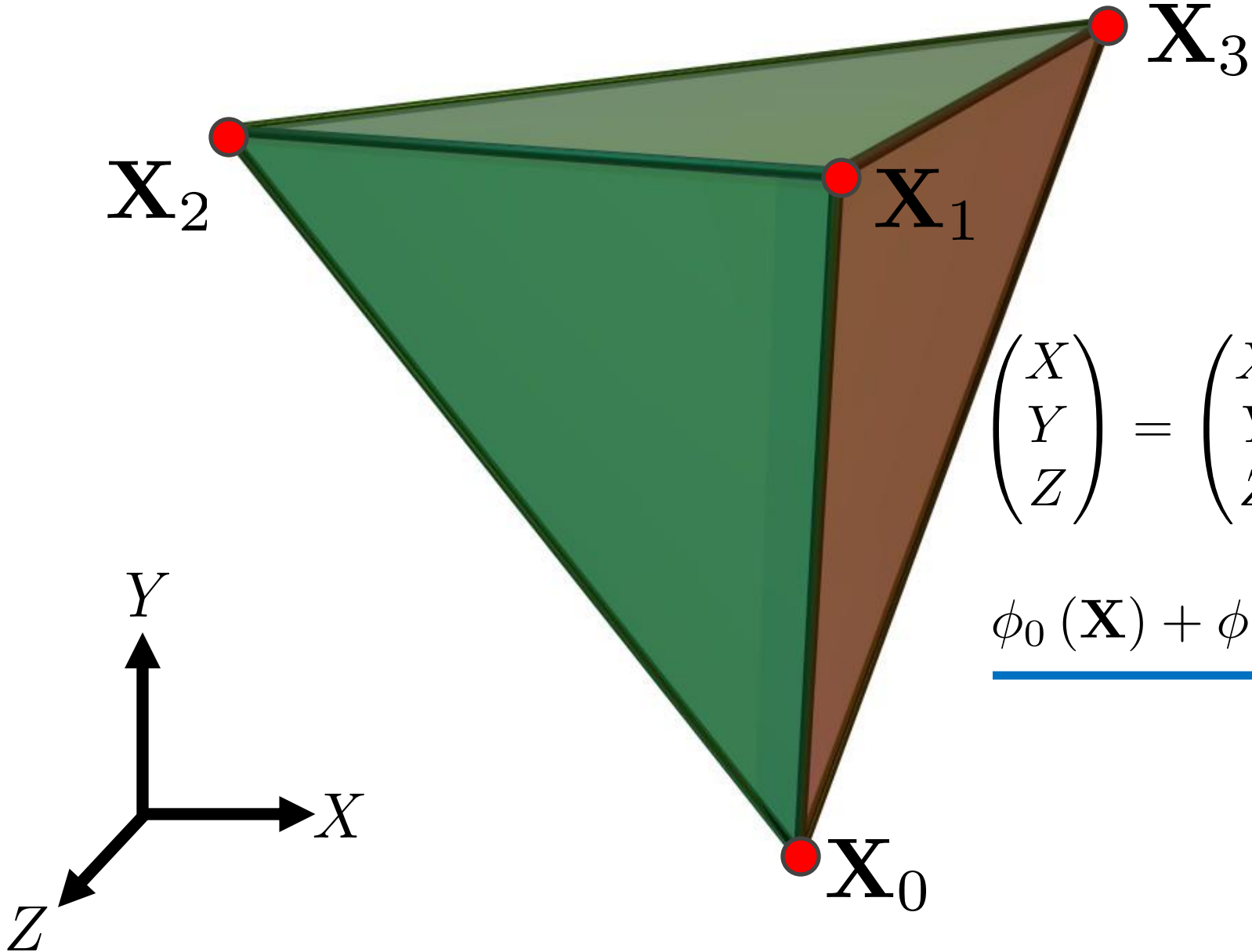


$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \sum_{i=0}^3 \begin{pmatrix} X_i \\ Y_i \\ Z_i \end{pmatrix} \phi_i(\mathbf{X})$$

Finite Elements



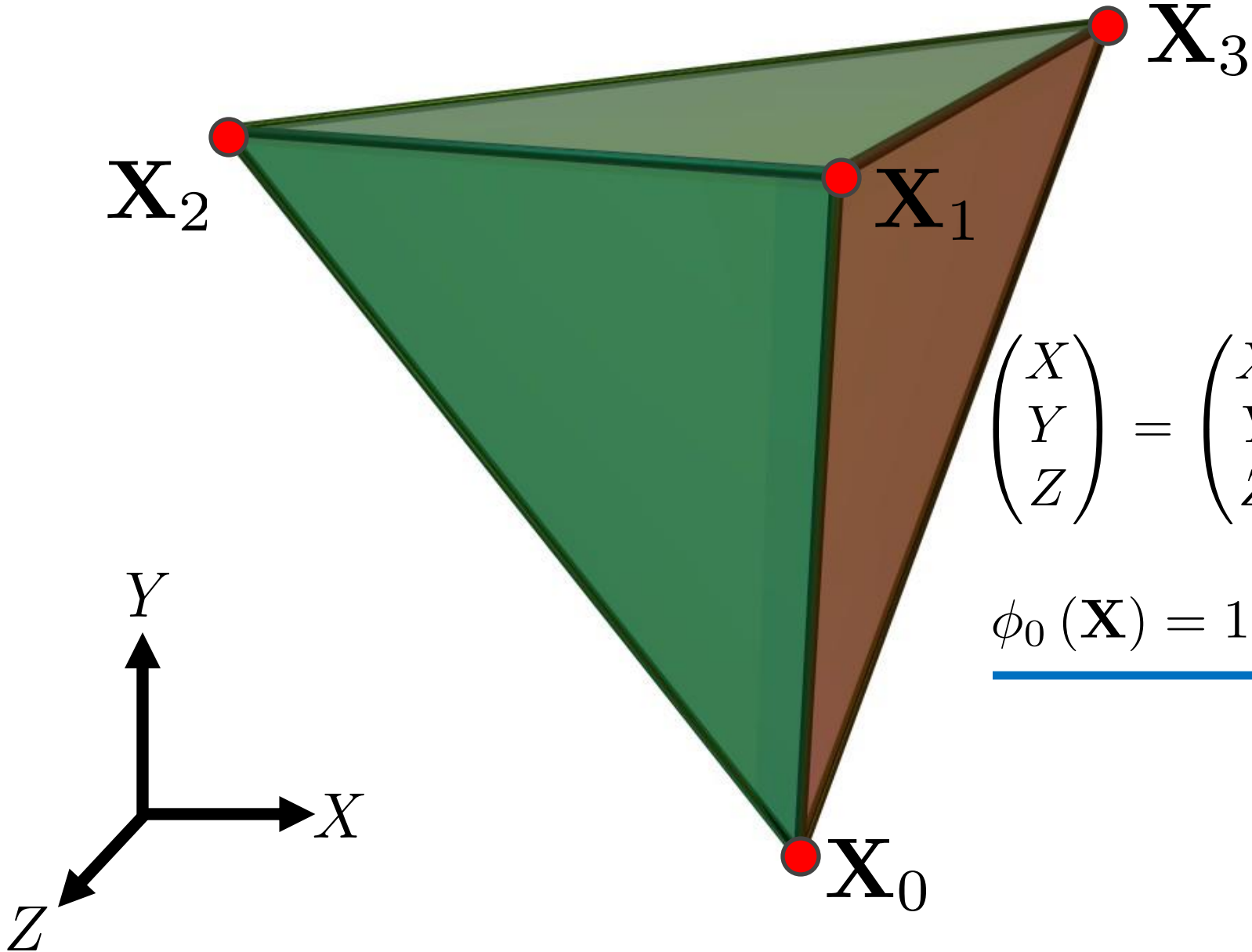
Finite Elements



$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} X_0 & X_1 & X_2 & X_3 \\ Y_0 & Y_1 & Y_2 & Y_3 \\ Z_0 & Z_1 & Z_2 & Z_3 \end{pmatrix} \begin{pmatrix} \phi_0(\mathbf{X}) \\ \phi_1(\mathbf{X}) \\ \phi_2(\mathbf{X}) \\ \phi_3(\mathbf{X}) \end{pmatrix}$$

$$\underline{\phi_0(\mathbf{X}) + \phi_1(\mathbf{X}) + \phi_2(\mathbf{X}) + \phi_3(\mathbf{X}) = 1}$$

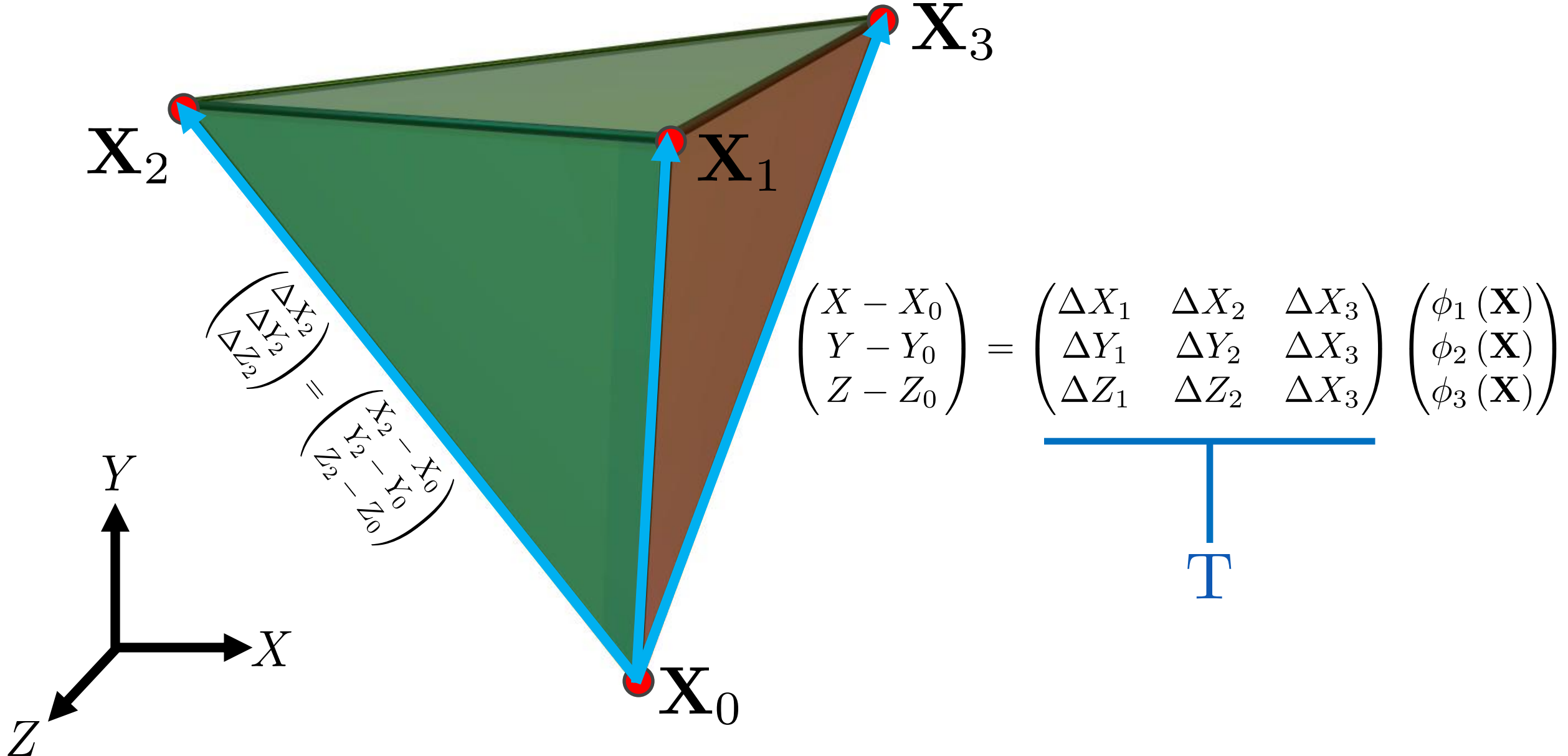
Finite Elements



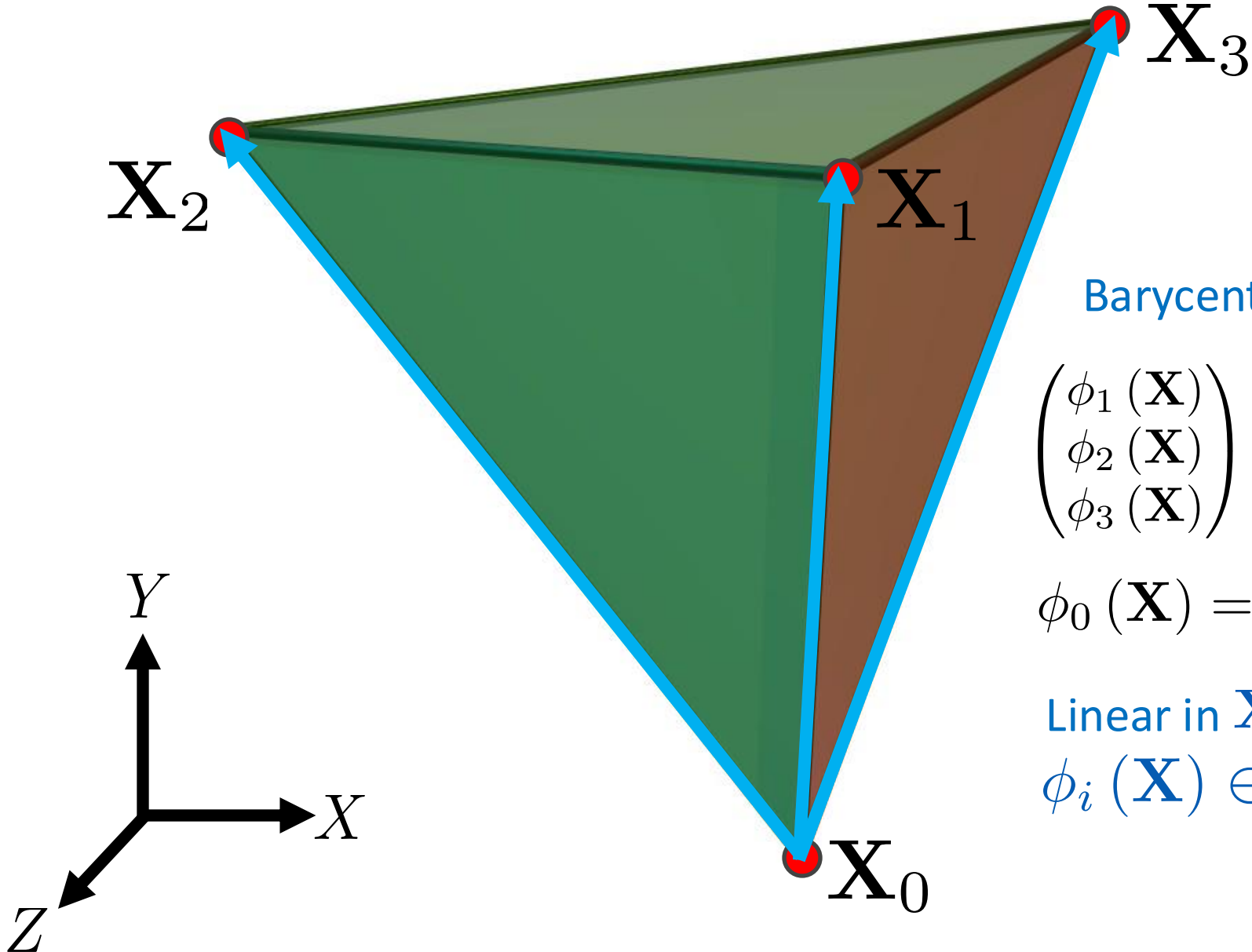
$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{pmatrix} X_0 & X_1 & X_2 & X_3 \\ Y_0 & Y_1 & Y_2 & Y_3 \\ Z_0 & Z_1 & Z_2 & Z_3 \end{pmatrix} \begin{pmatrix} \phi_0(\mathbf{X}) \\ \phi_1(\mathbf{X}) \\ \phi_2(\mathbf{X}) \\ \phi_3(\mathbf{X}) \end{pmatrix}$$

$$\underline{\phi_0(\mathbf{X}) = 1 - \phi_1(\mathbf{X}) - \phi_2(\mathbf{X}) - \phi_3(\mathbf{X})}$$

Finite Elements



Finite Elements



Barycentric Coordinates

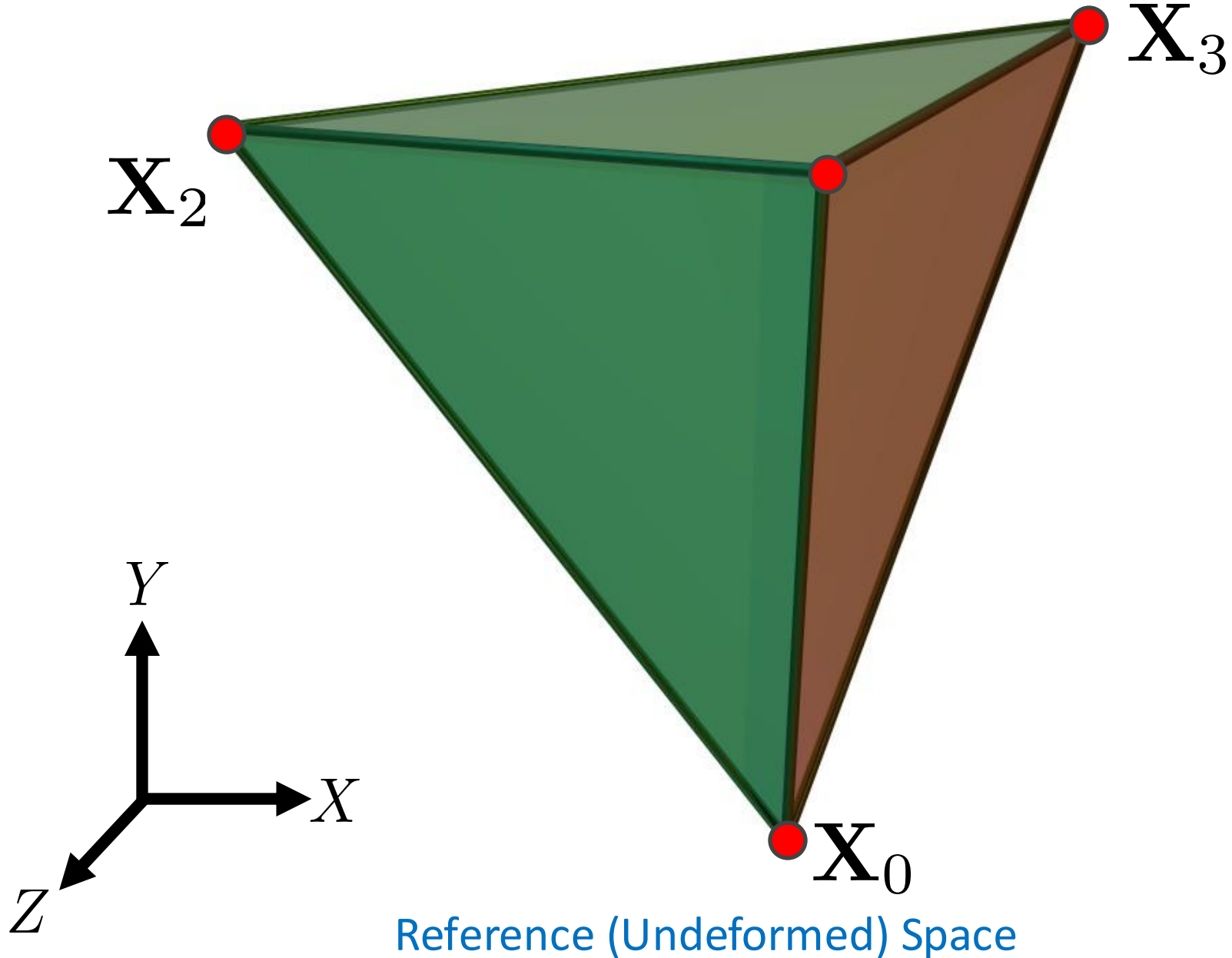
$$\begin{pmatrix} \phi_1(\mathbf{X}) \\ \phi_2(\mathbf{X}) \\ \phi_3(\mathbf{X}) \end{pmatrix} = \mathbf{T}^{-1}(\mathbf{X} - \mathbf{X}_0)$$

$$\phi_0(\mathbf{X}) = 1 - \phi_1(\mathbf{X}) - \phi_2(\mathbf{X}) - \phi_3(\mathbf{X})$$

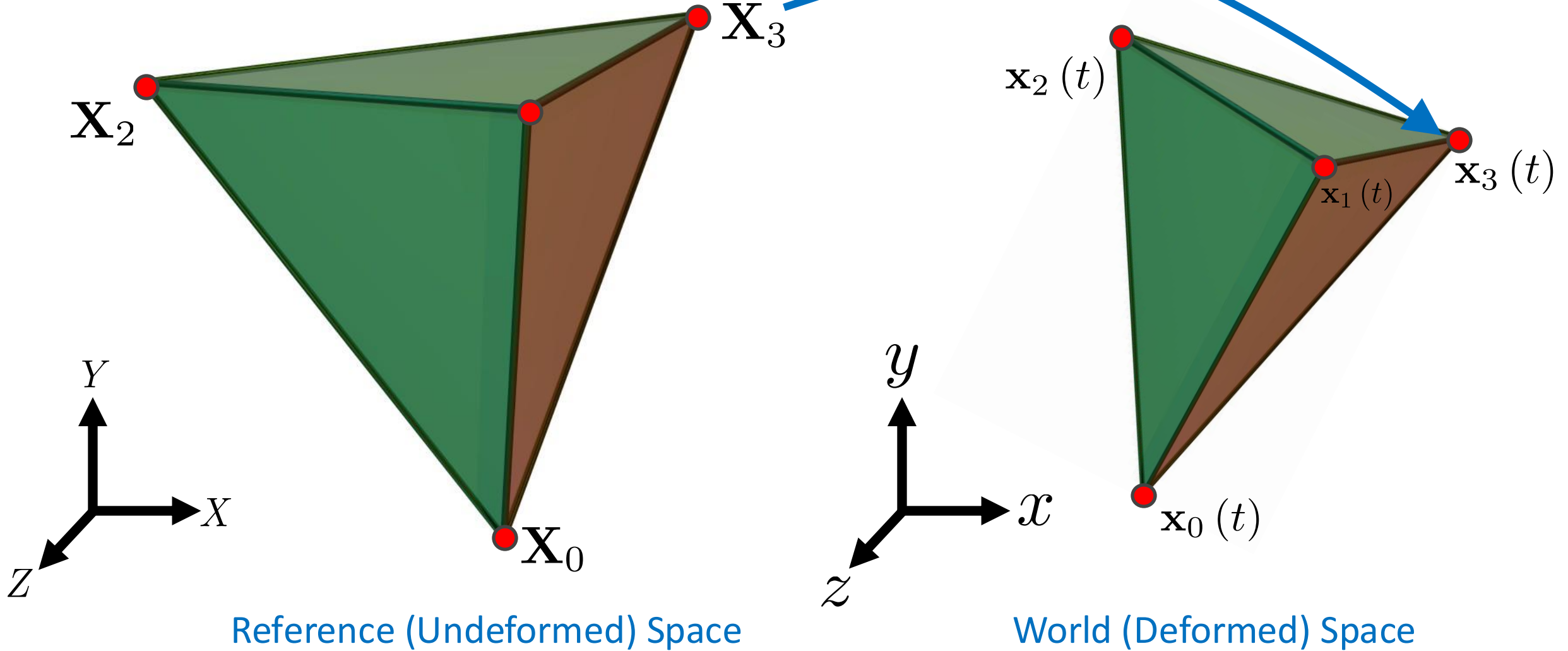
Linear in \mathbf{X}

$\phi_i(\mathbf{X}) \in [0, 1]$ inside tetrahedron

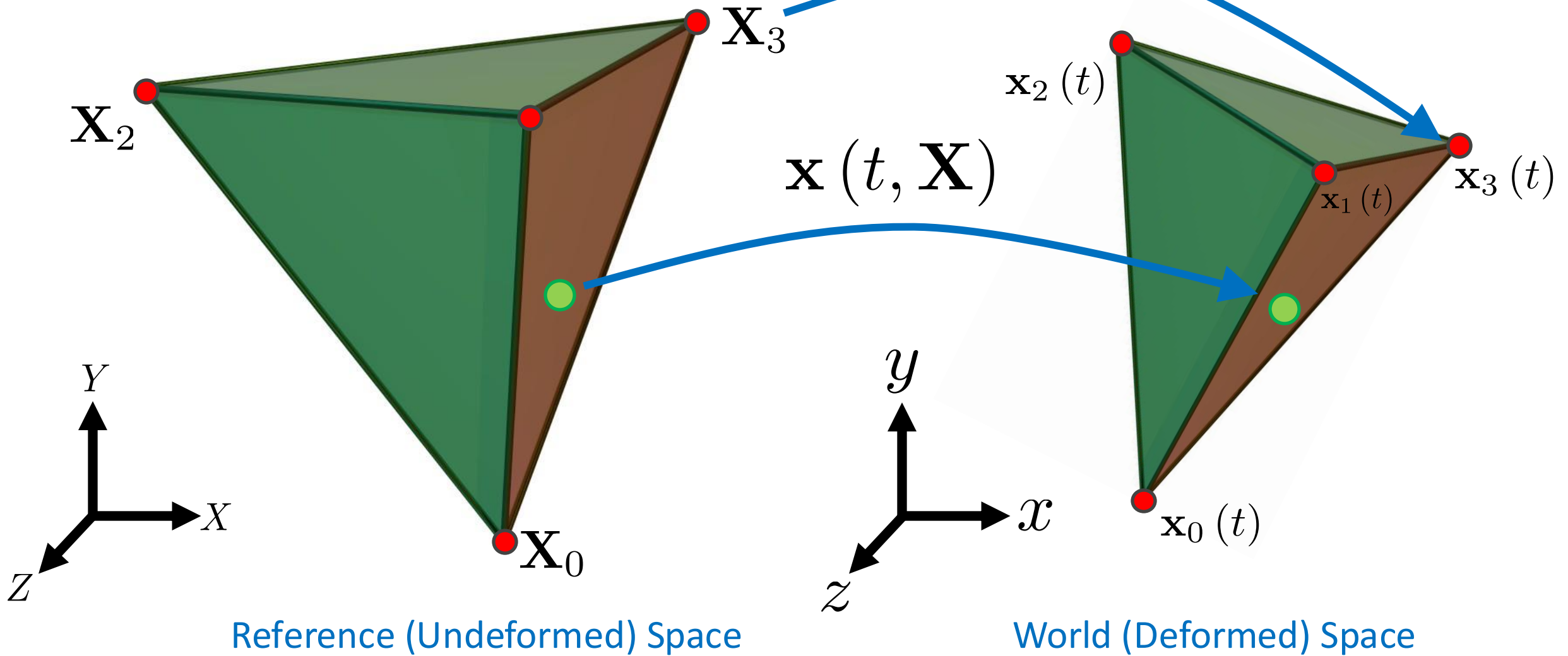
Finite Elements for Deformation



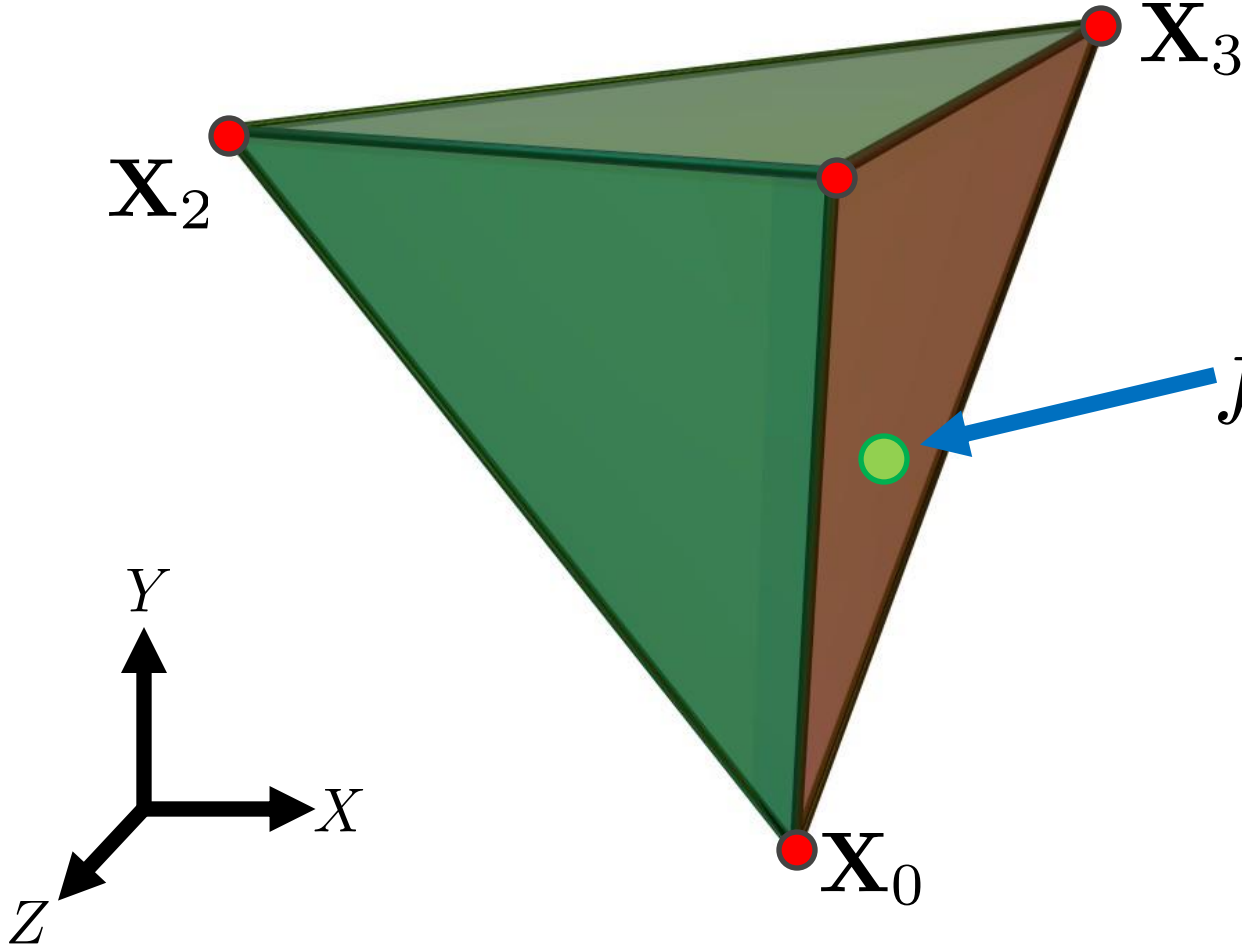
Finite Elements for Deformation



Finite Elements for Deformation



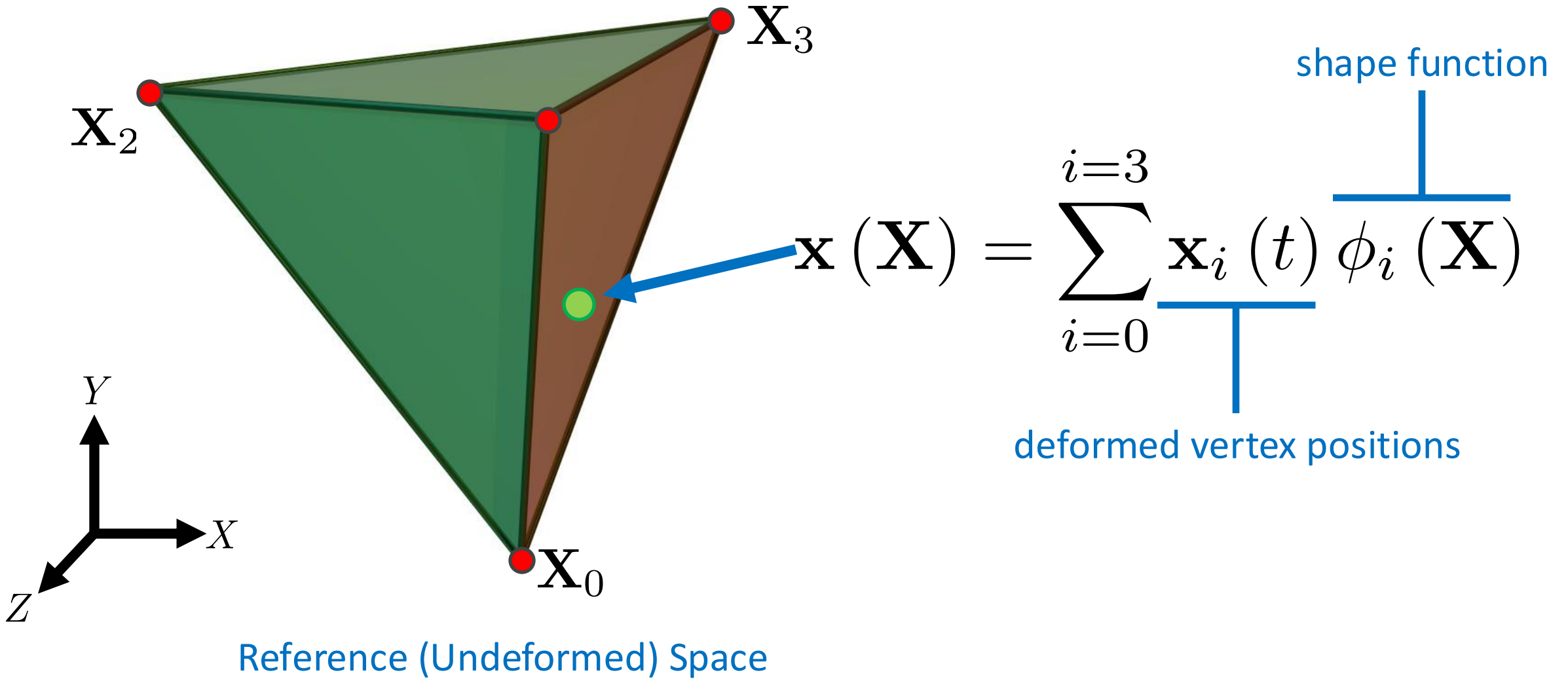
Finite Elements for Deformation



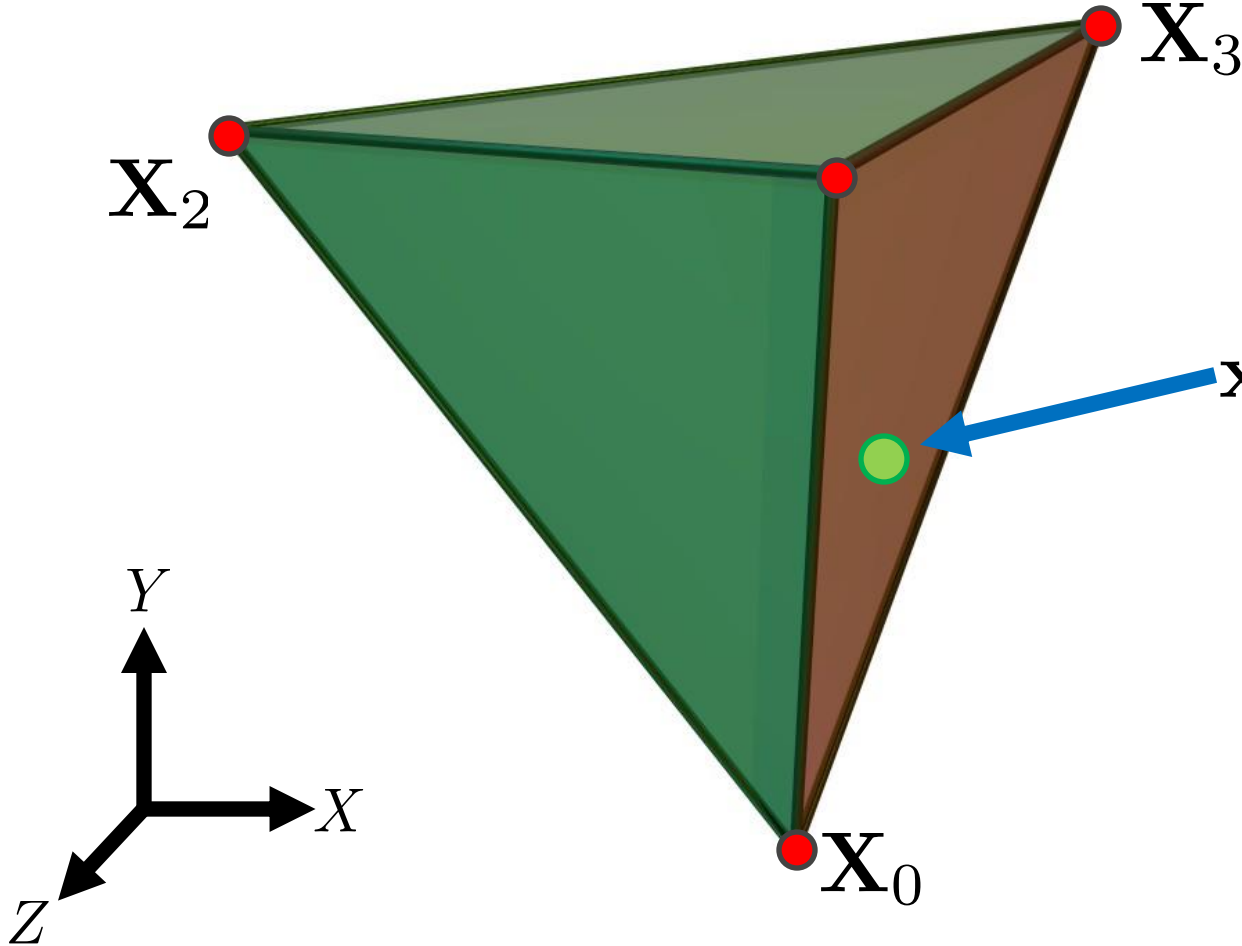
Reference (Undeformed) Space

$$f(\mathbf{X}) = \sum_{i=0}^3 \underbrace{f(\mathbf{X}_i)}_{\text{shape function}} \phi_i(\mathbf{X})$$

Finite Elements for Deformation



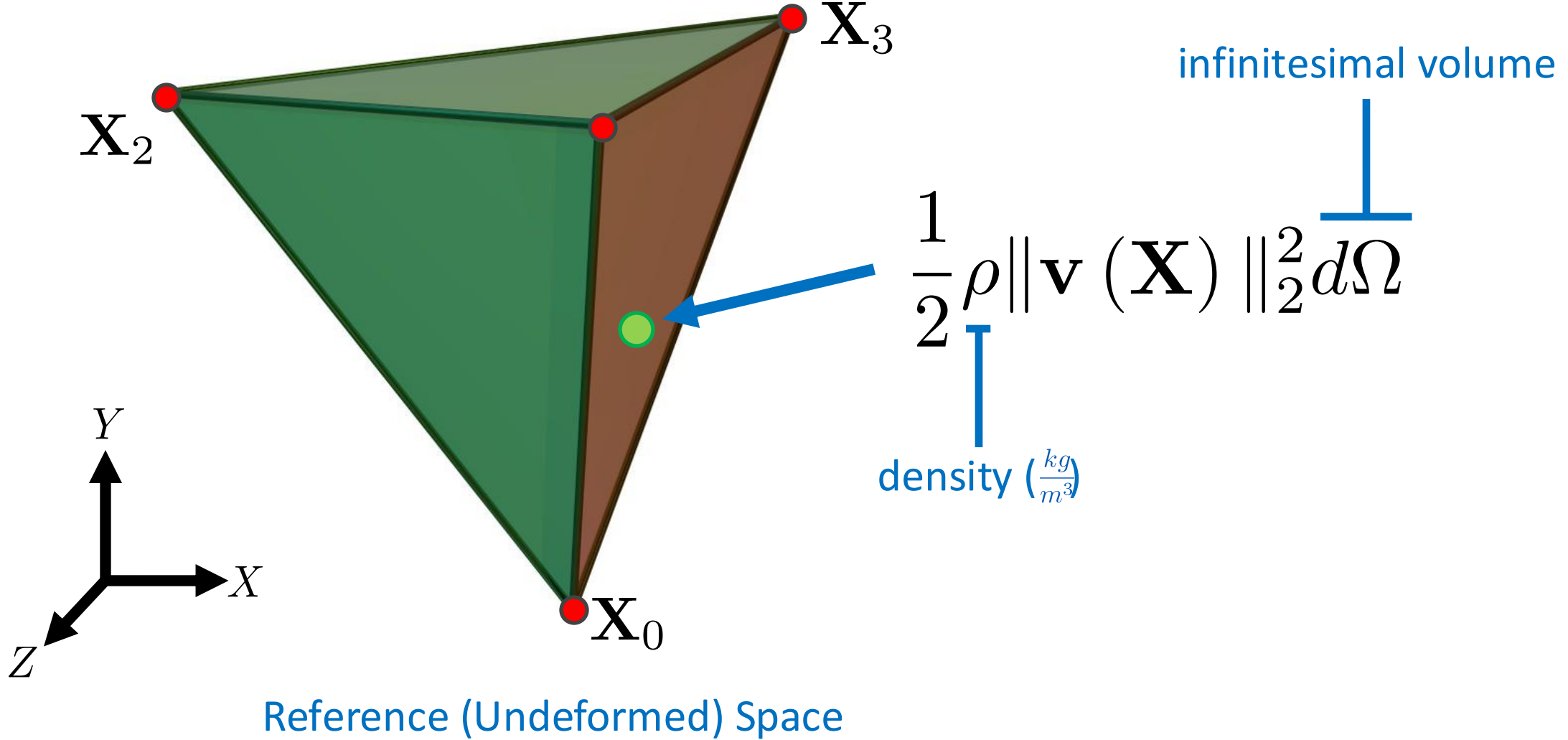
Finite Elements for Deformation



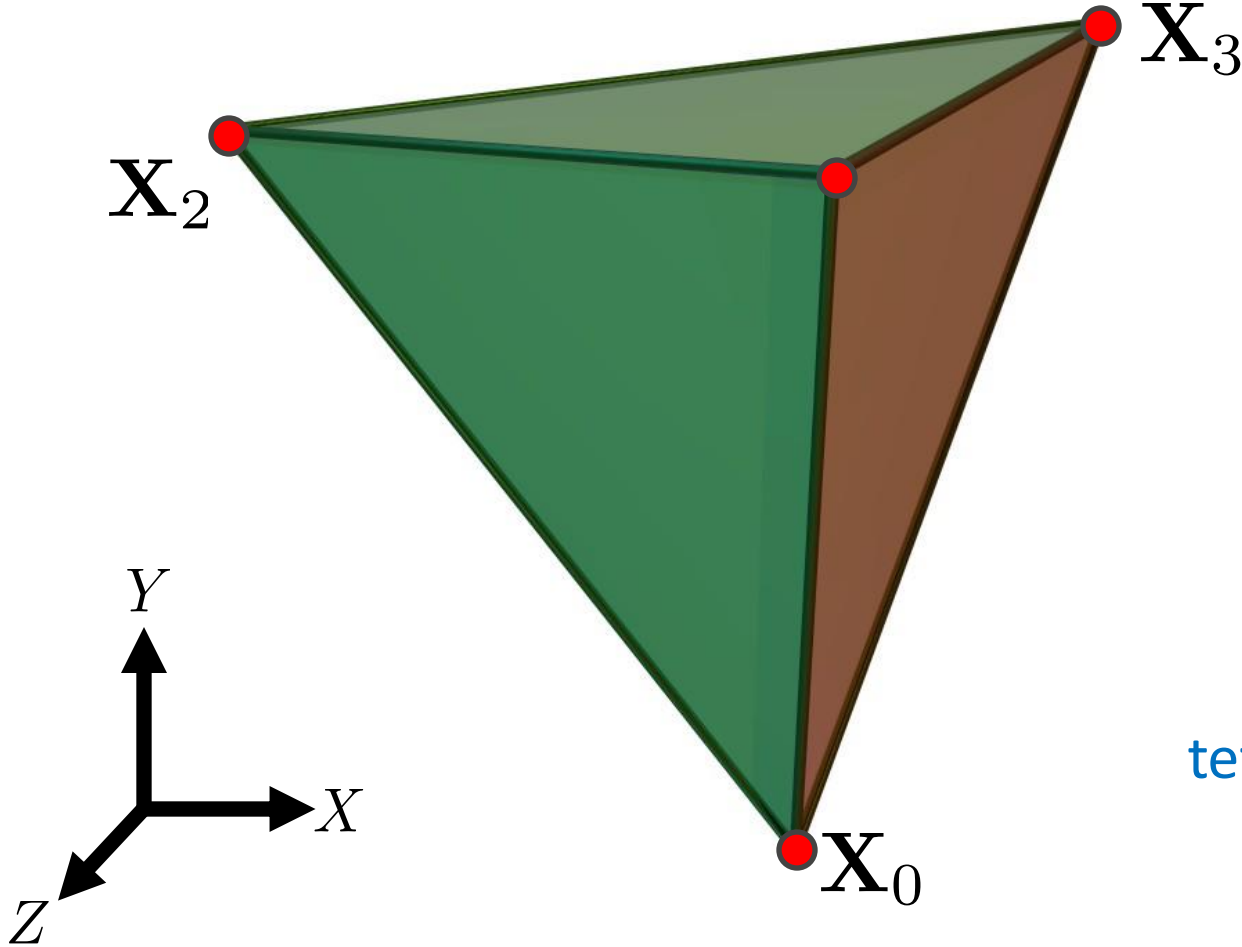
Reference (Undeformed) Space

$$\mathbf{x}(\mathbf{X}) = \underbrace{(\phi_0 \mathbf{I} \quad \phi_1 \mathbf{I} \quad \phi_2 \mathbf{I} \quad \phi_3 \mathbf{I})}_{\mathbf{N}(\mathbf{X})} \underbrace{\begin{pmatrix} \mathbf{x}_0 \\ \mathbf{x}_1 \\ \mathbf{x}_2 \\ \mathbf{x}_3 \end{pmatrix}}_{\mathbf{q}(t)}$$

Kinetic Energy of a Tetrahedron



Kinetic Energy of a Tetrahedron

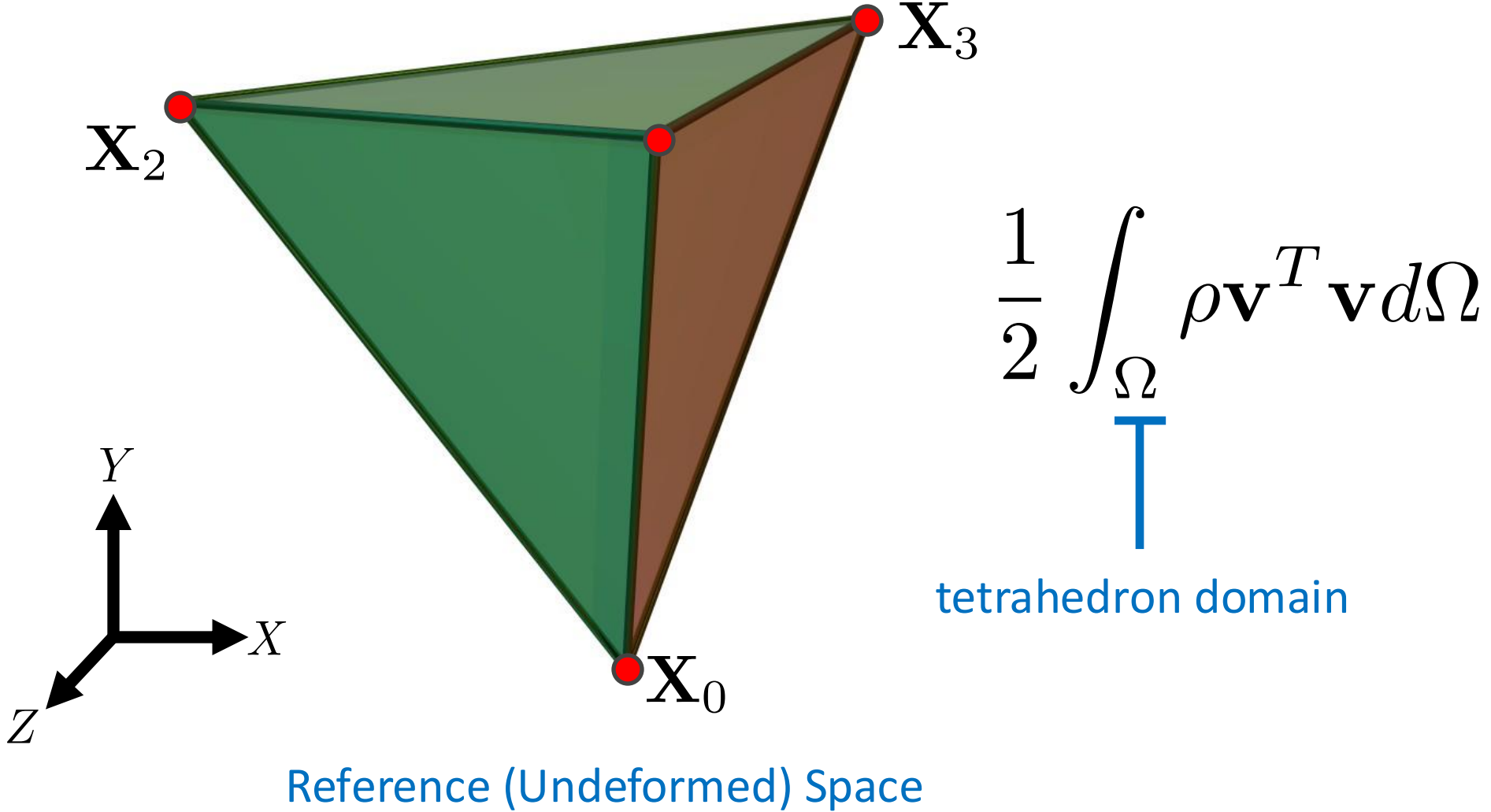


Reference (Undeformed) Space

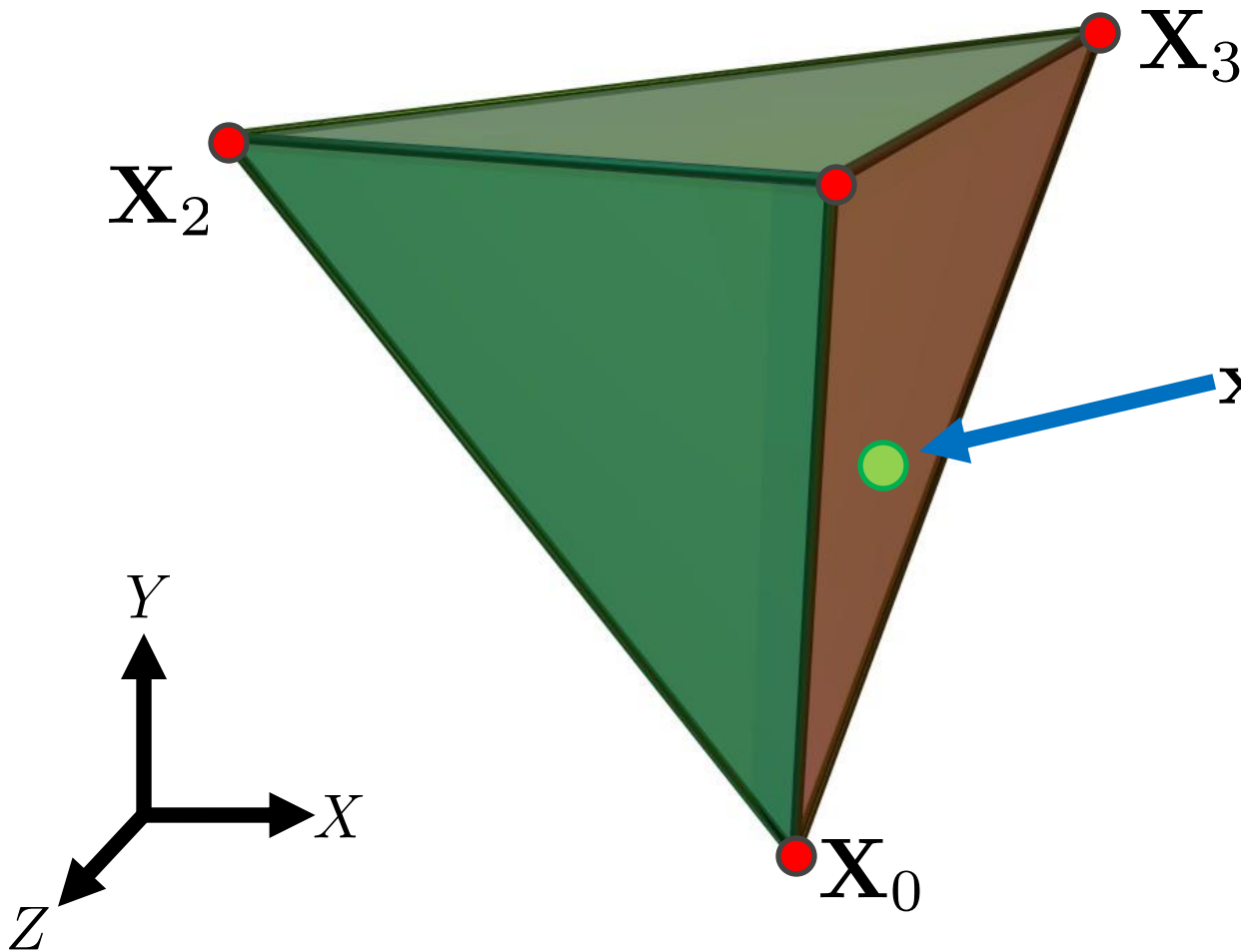
$$\frac{1}{2} \int_{\Omega} \rho \| \mathbf{v}(\mathbf{X}) \|^2 d\Omega$$

↑
tetrahedron domain

Kinetic Energy of a Tetrahedron



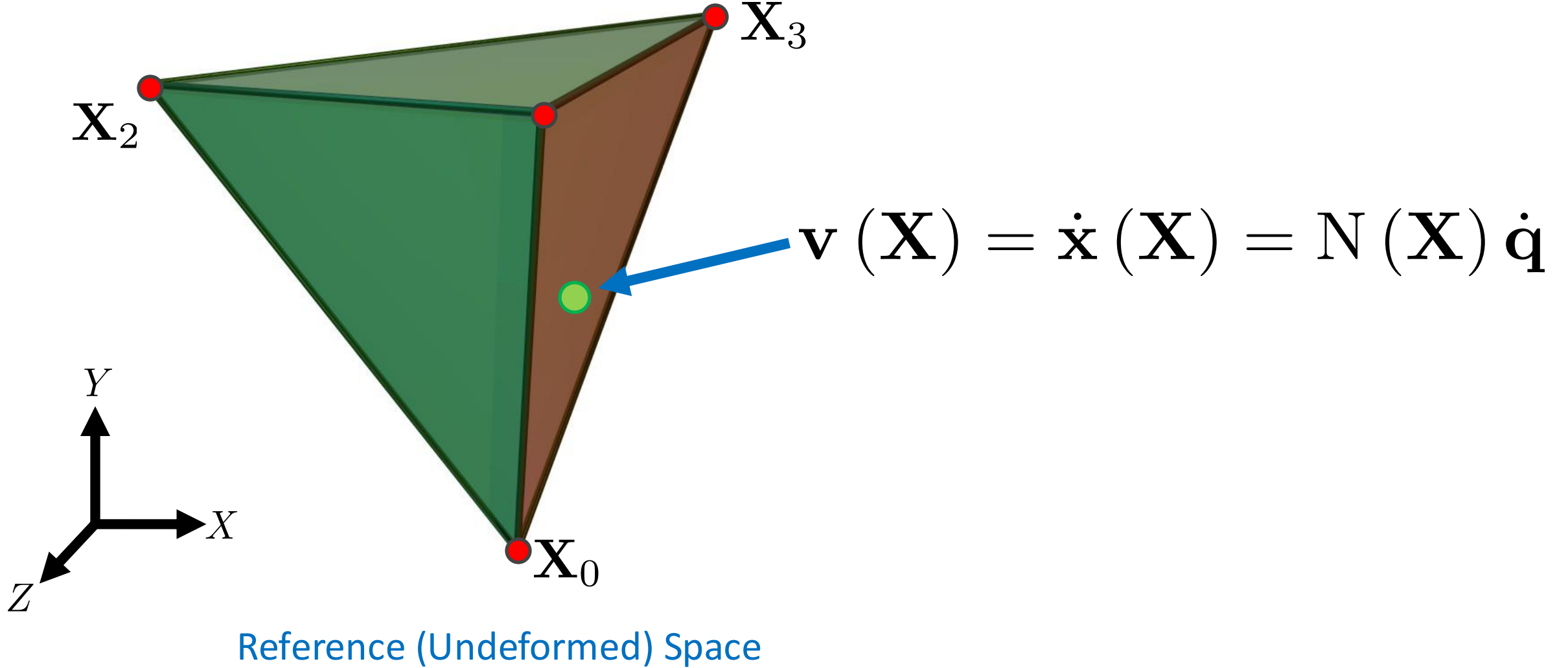
Finite Elements for Deformation



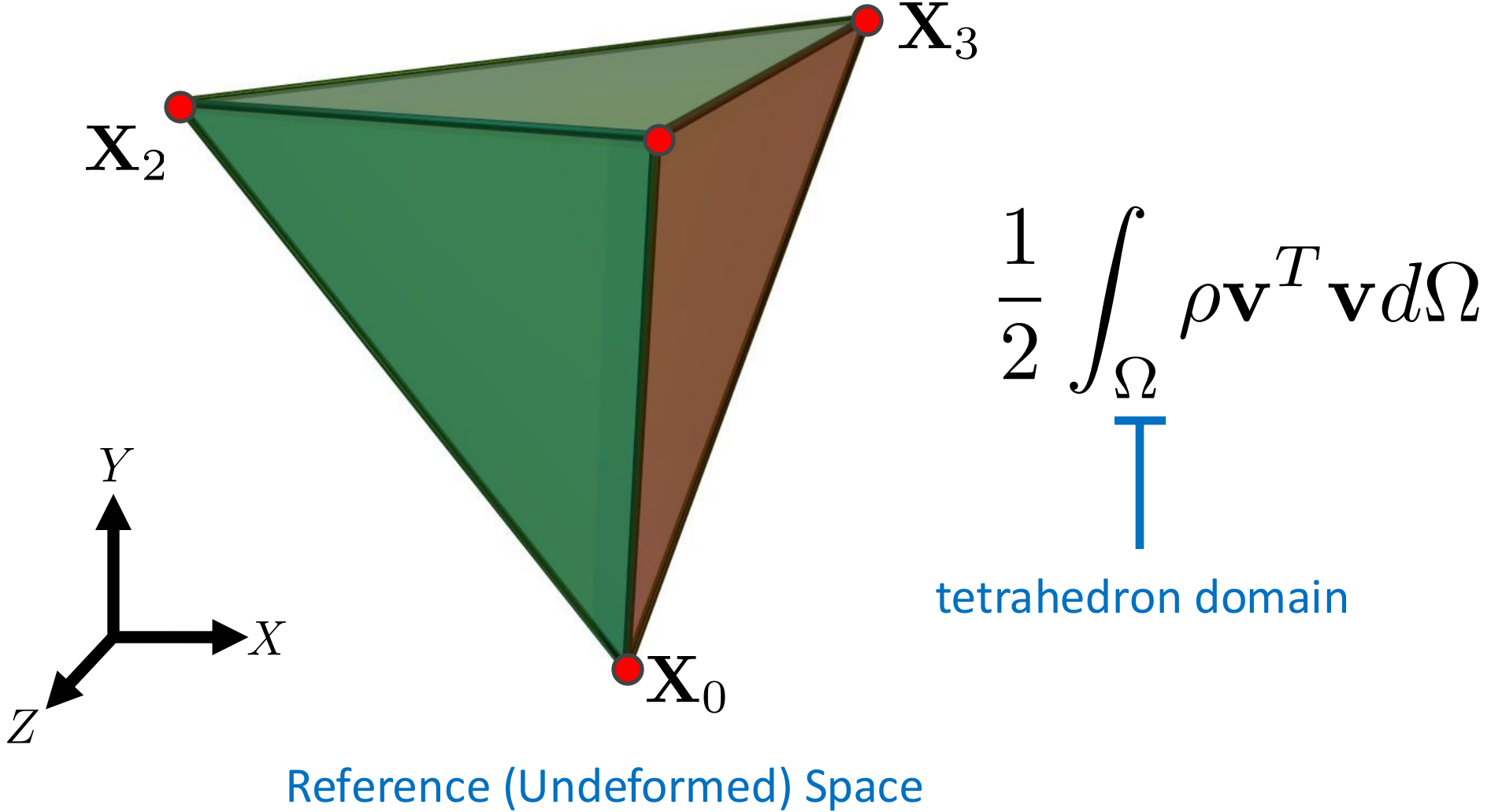
Reference (Undeformed) Space

$$\mathbf{x}(\mathbf{X}) = \underbrace{(\phi_0 \mathbf{I} \quad \phi_1 \mathbf{I} \quad \phi_2 \mathbf{I} \quad \phi_3 \mathbf{I})}_{\mathbf{N}(\mathbf{X})} \underbrace{\begin{pmatrix} \mathbf{x}_0 \\ \mathbf{x}_1 \\ \mathbf{x}_2 \\ \mathbf{x}_3 \end{pmatrix}}_{\mathbf{q}(t)}$$

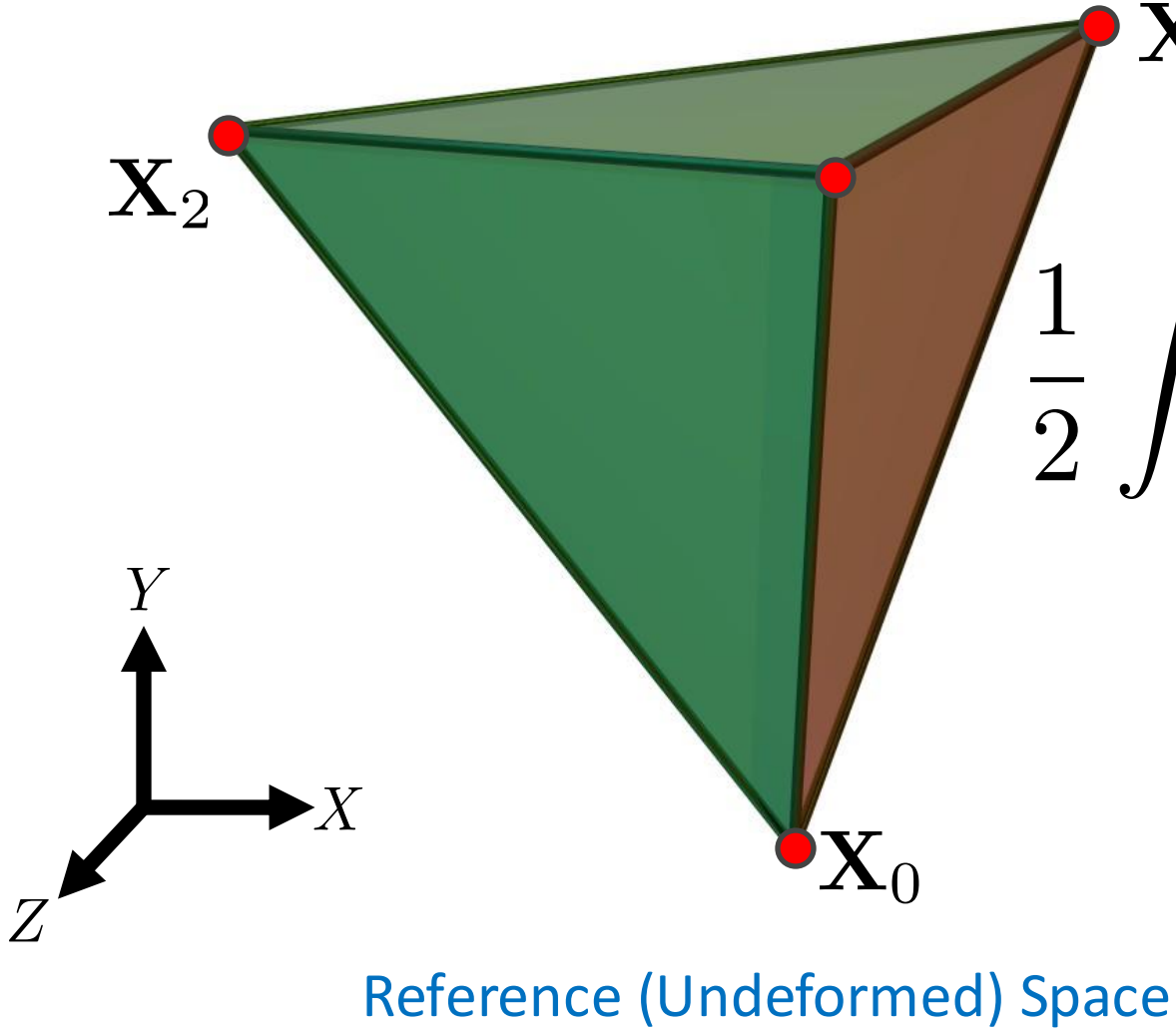
Finite Elements for Deformation



Kinetic Energy of a Tetrahedron

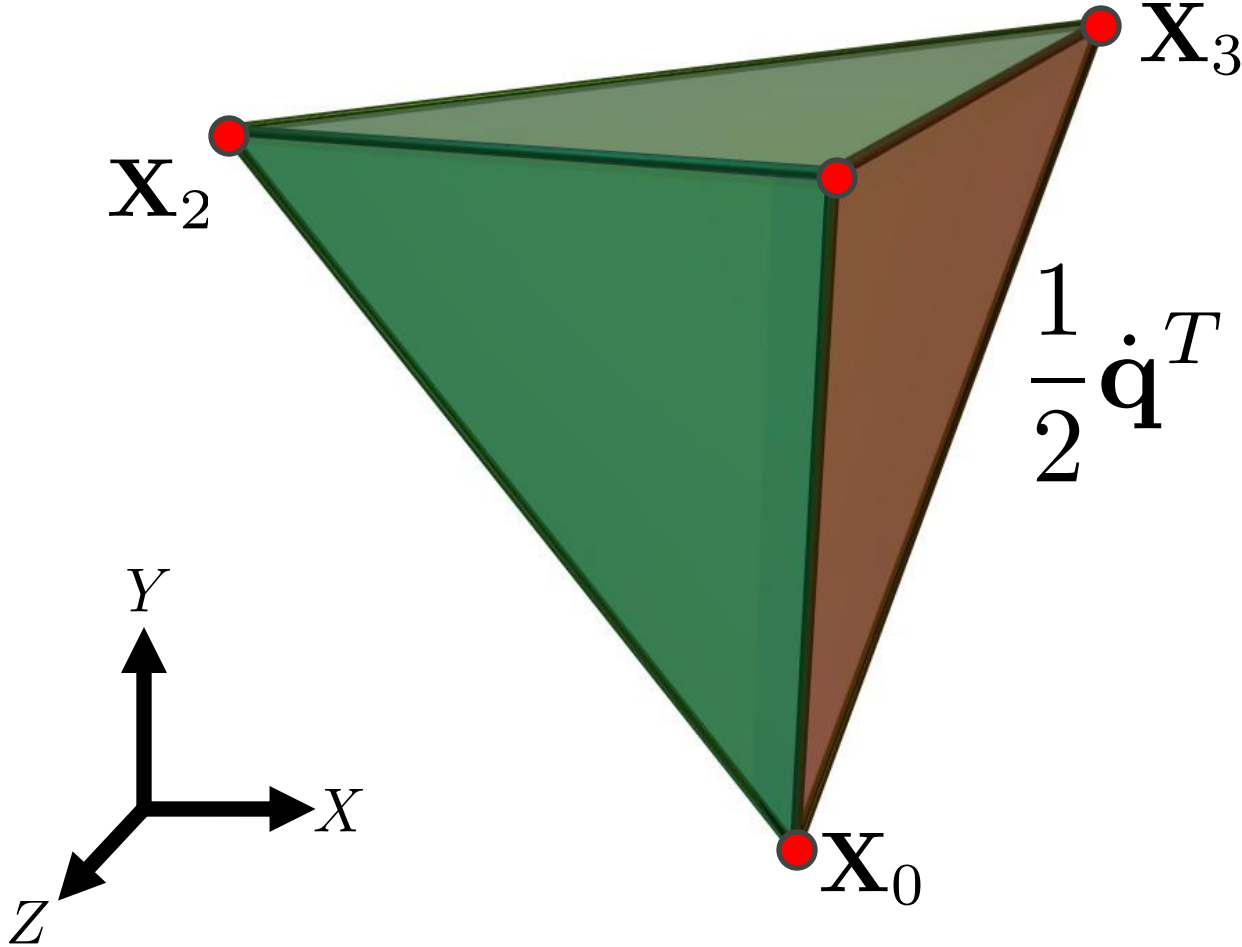


Kinetic Energy of a Tetrahedron



$$\frac{1}{2} \int_{\Omega} \rho \left(\dot{\mathbf{q}}^T \mathbf{N}(\mathbf{X})^T \mathbf{N}(\mathbf{X}) \dot{\mathbf{q}} \right) d\Omega$$

Kinetic Energy of a Tetrahedron



Reference (Undeformed) Space

$$\frac{1}{2} \dot{\mathbf{q}}^T \left(\underbrace{\int_{\Omega} \rho \mathbf{N}(\mathbf{X})^T \mathbf{N}(\mathbf{X}) d\Omega}_{M_0} \right) \dot{\mathbf{q}}$$


Integrating the Mass Matrix

$$\int_{\Omega} \rho \mathbf{N}(\mathbf{X})^T \mathbf{N}(\mathbf{X}) d\Omega$$

Integrate over tetrahedron

$$\int_{\Omega} \rho \begin{pmatrix} \phi_0 \phi_0 \mathbf{I} & \phi_0 \phi_1 \mathbf{I} & \phi_0 \phi_2 \mathbf{I} & \phi_0 \phi_3 \mathbf{I} \\ \phi_1 \phi_0 \mathbf{I} & \phi_1 \phi_1 \mathbf{I} & \phi_1 \phi_2 \mathbf{I} & \phi_1 \phi_3 \mathbf{I} \\ \phi_2 \phi_0 \mathbf{I} & \phi_2 \phi_1 \mathbf{I} & \phi_2 \phi_2 \mathbf{I} & \phi_2 \phi_3 \mathbf{I} \\ \phi_3 \phi_0 \mathbf{I} & \phi_3 \phi_1 \mathbf{I} & \phi_3 \phi_2 \mathbf{I} & \phi_3 \phi_3 \mathbf{I} \end{pmatrix} d\Omega$$

Integrating the Mass Matrix

$$\int_{\Omega} \rho \begin{pmatrix} \phi_0 \phi_0 \mathbf{I} & \phi_0 \phi_1 \mathbf{I} & \phi_0 \phi_2 \mathbf{I} & \phi_0 \phi_3 \mathbf{I} \\ \phi_1 \phi_0 \mathbf{I} & \phi_1 \phi_1 \mathbf{I} & \phi_1 \phi_2 \mathbf{I} & \phi_1 \phi_3 \mathbf{I} \\ \phi_2 \phi_0 \mathbf{I} & \phi_2 \phi_1 \mathbf{I} & \phi_2 \phi_2 \mathbf{I} & \phi_2 \phi_3 \mathbf{I} \\ \phi_3 \phi_0 \mathbf{I} & \phi_3 \phi_1 \mathbf{I} & \phi_3 \phi_2 \mathbf{I} & \phi_3 \phi_3 \mathbf{I} \end{pmatrix} d\Omega$$


evaluate each term separately

$$\rho \int_{\Omega} \phi_r (\mathbf{X}) \phi_s (\mathbf{X}) d\Omega \mathbf{I}$$

Integrating the Mass Matrix

evaluate each term separately

$$\rho \int_{\Omega} \phi_r (\mathbf{X}) \phi_s (\mathbf{X}) d\Omega$$

integration using barycentric coordinates

tetrahedron mass

$$6\rho \cdot \overbrace{vol}^{\text{tetrahedron volume}} \cdot \int_0^1 \int_0^{1-\phi_1} \int_0^{1-\phi_1-\phi_2} (\phi_r \phi_s) d\phi_3 d\phi_2 d\phi_1$$

tetrahedron volume

need this identity as well

$$\phi_0 (\mathbf{X}) = 1 - \phi_1 (\mathbf{X}) - \phi_2 (\mathbf{X}) - \phi_3 (\mathbf{X})$$

Integrating the Mass Matrix – An Example

integration using barycentric coordinates

$$6\rho \cdot vol \cdot \int_0^1 \int_0^{1-\phi_1} \int_0^{1-\phi_1-\phi_2} (\phi_1 \phi_1) d\phi_3 d\phi_2 d\phi_1$$

$$\phi_0(\mathbf{X}) = 1 - \phi_1(\mathbf{X}) - \phi_2(\mathbf{X}) - \phi_3(\mathbf{X})$$

Integrating the Mass Matrix – An Example

integration using barycentric coordinates

$$6\rho \cdot vol \cdot \int_0^1 \int_0^{1-\phi_1} \int_0^{1-\phi_1-\phi_2} (\phi_1^2) d\phi_3 d\phi_2 d\phi_1$$

integrate from inside out

$$6\rho \cdot vol \cdot \int_0^1 \int_0^{1-\phi_1} \phi_1^2 (1 - \phi_1 - \phi_2) d\phi_2 d\phi_1$$

Integrating the Mass Matrix – An Example

integration using barycentric coordinates

$$6\rho \cdot vol \cdot \int_0^1 \int_0^{1-\phi_1} \phi_1^2 (1 - \phi_1 - \phi_2) d\phi_2 d\phi_1$$

integrate from inside out

$$6\rho \cdot vol \cdot \int_0^1 \frac{\phi_1^2 (\phi_1 - 1)^2}{2} d\phi_1$$

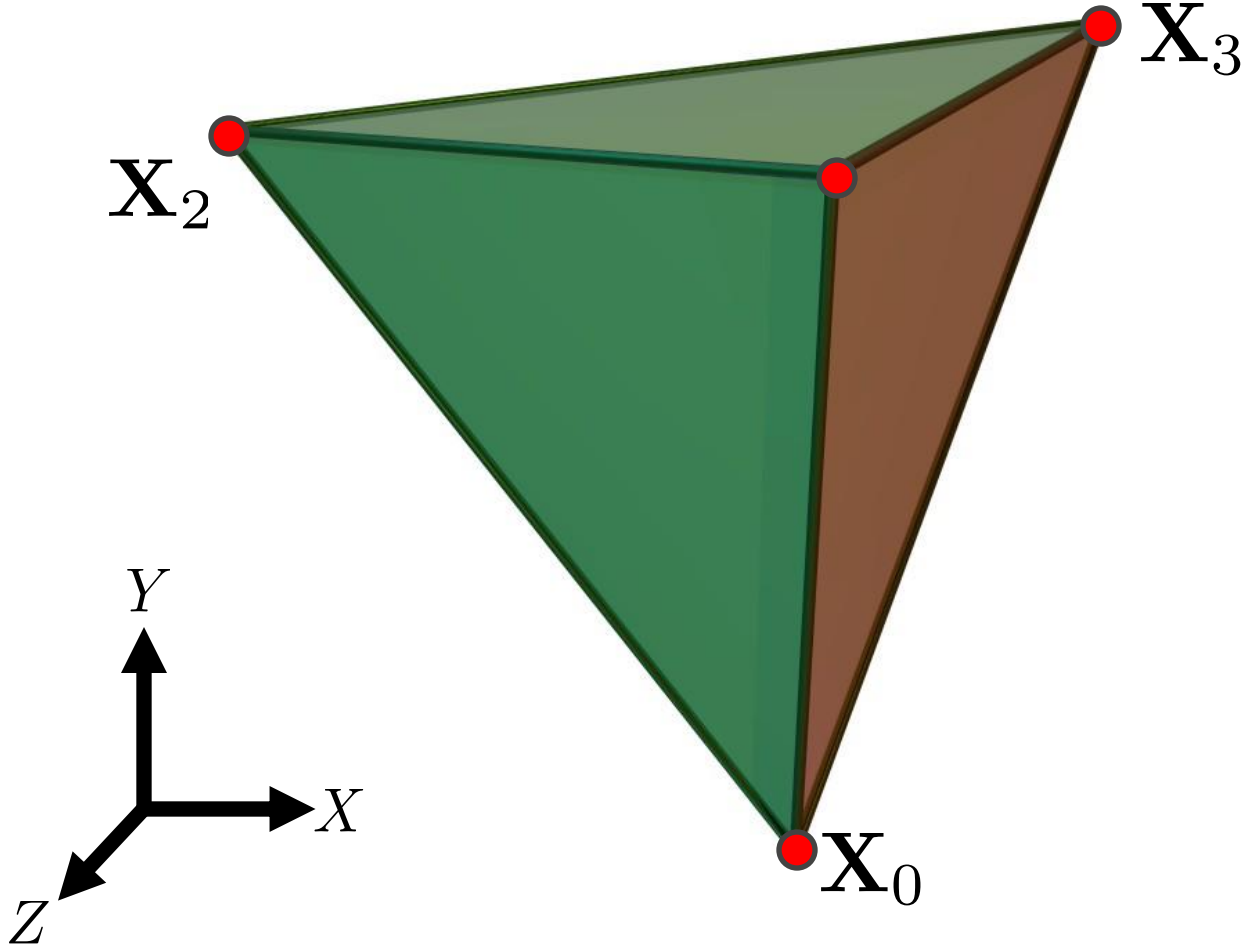
$$6\rho \cdot vol \cdot \frac{1}{60} = \frac{\rho \cdot vol}{10}$$

Integrating the Mass Matrix

$$\int_{\Omega} \rho \begin{pmatrix} \phi_0 \phi_0 \mathbf{I} & \phi_0 \phi_1 \mathbf{I} & \phi_0 \phi_2 \mathbf{I} & \phi_0 \phi_3 \mathbf{I} \\ \phi_1 \phi_0 \mathbf{I} & \phi_1 \phi_1 \mathbf{I} & \phi_1 \phi_2 \mathbf{I} & \phi_1 \phi_3 \mathbf{I} \\ \phi_2 \phi_0 \mathbf{I} & \phi_2 \phi_1 \mathbf{I} & \phi_2 \phi_2 \mathbf{I} & \phi_2 \phi_3 \mathbf{I} \\ \phi_3 \phi_0 \mathbf{I} & \phi_3 \phi_1 \mathbf{I} & \phi_3 \phi_2 \mathbf{I} & \phi_3 \phi_3 \mathbf{I} \end{pmatrix} d\Omega$$

\mathbf{M}_0

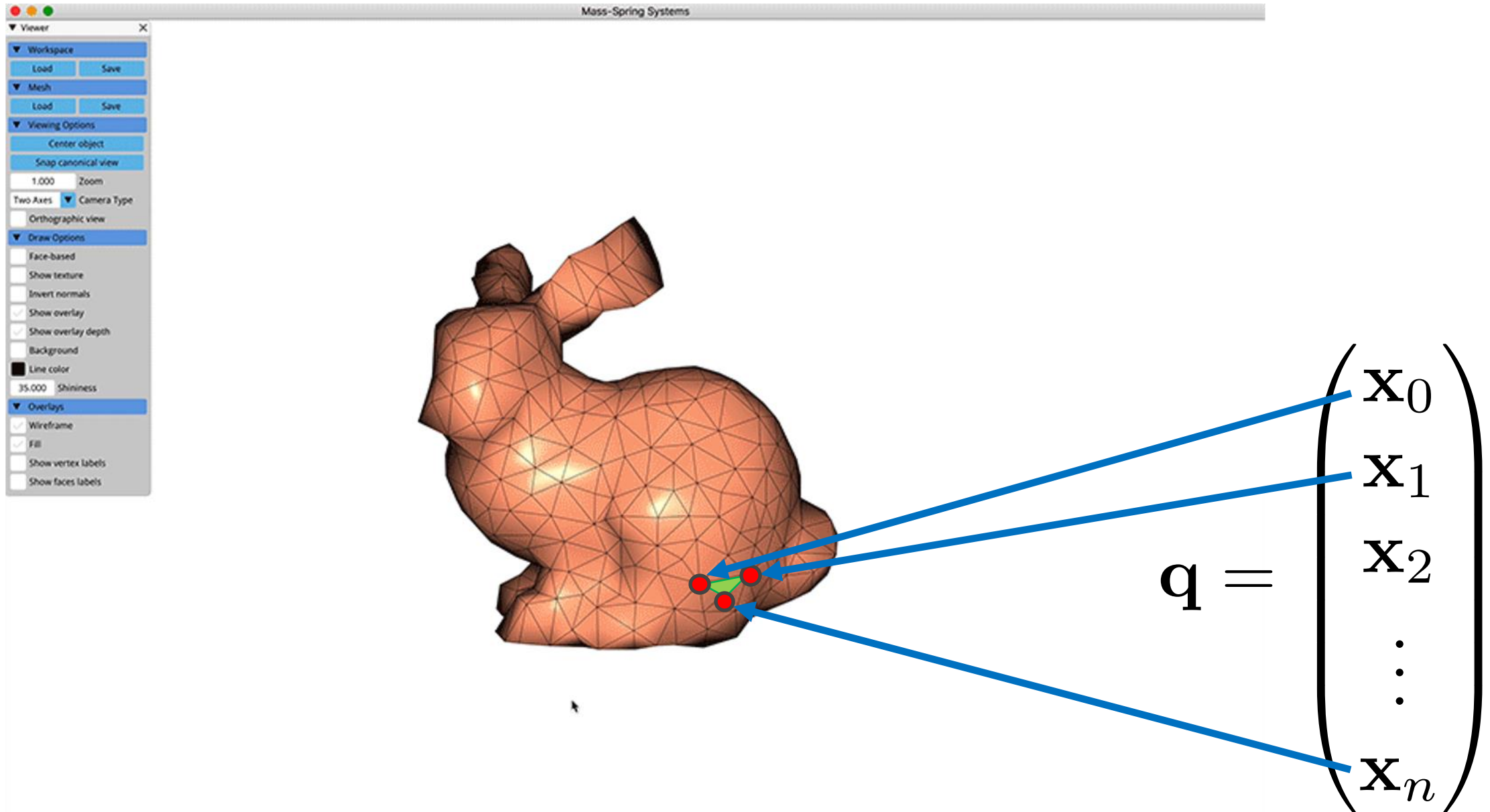
Kinetic Energy of a Tetrahedron



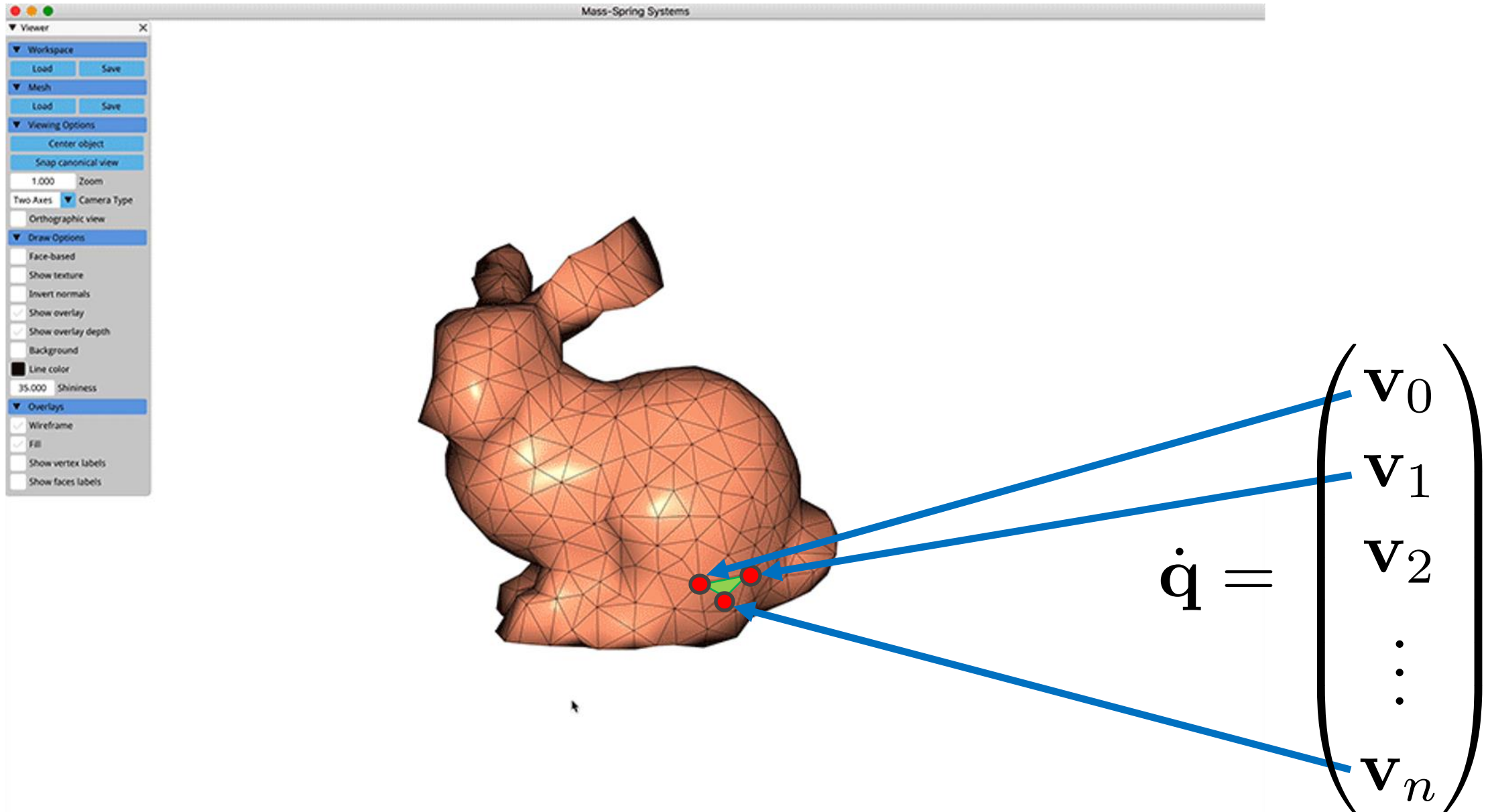
$$T = \frac{1}{2} \dot{\mathbf{q}}^T \mathbf{M}_0 \dot{\mathbf{q}}$$

Reference (Undeformed) Space

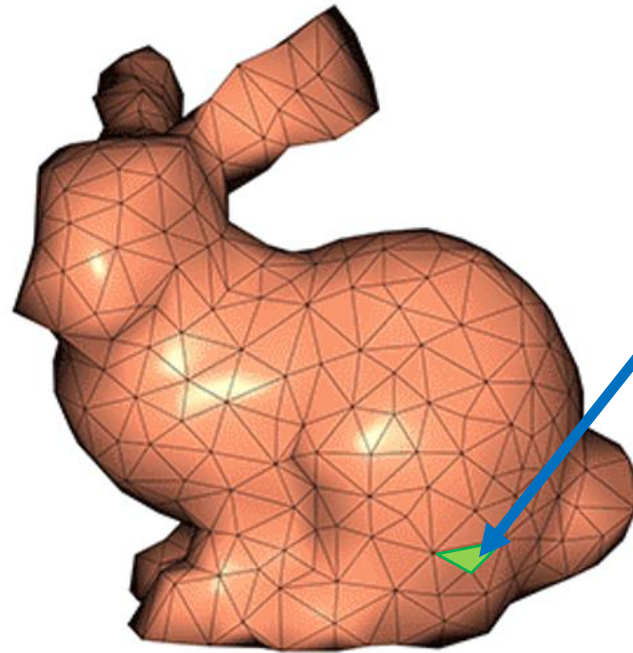
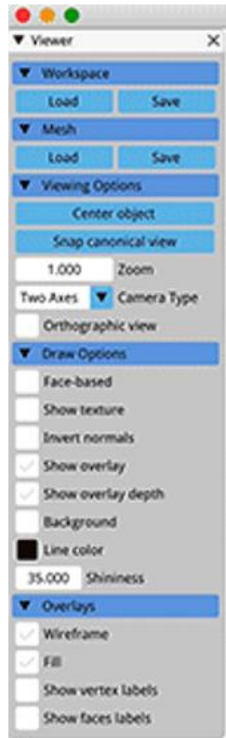
Generalized Coordinates for Bunny FEM



Generalized Coordinates for Bunny FEM

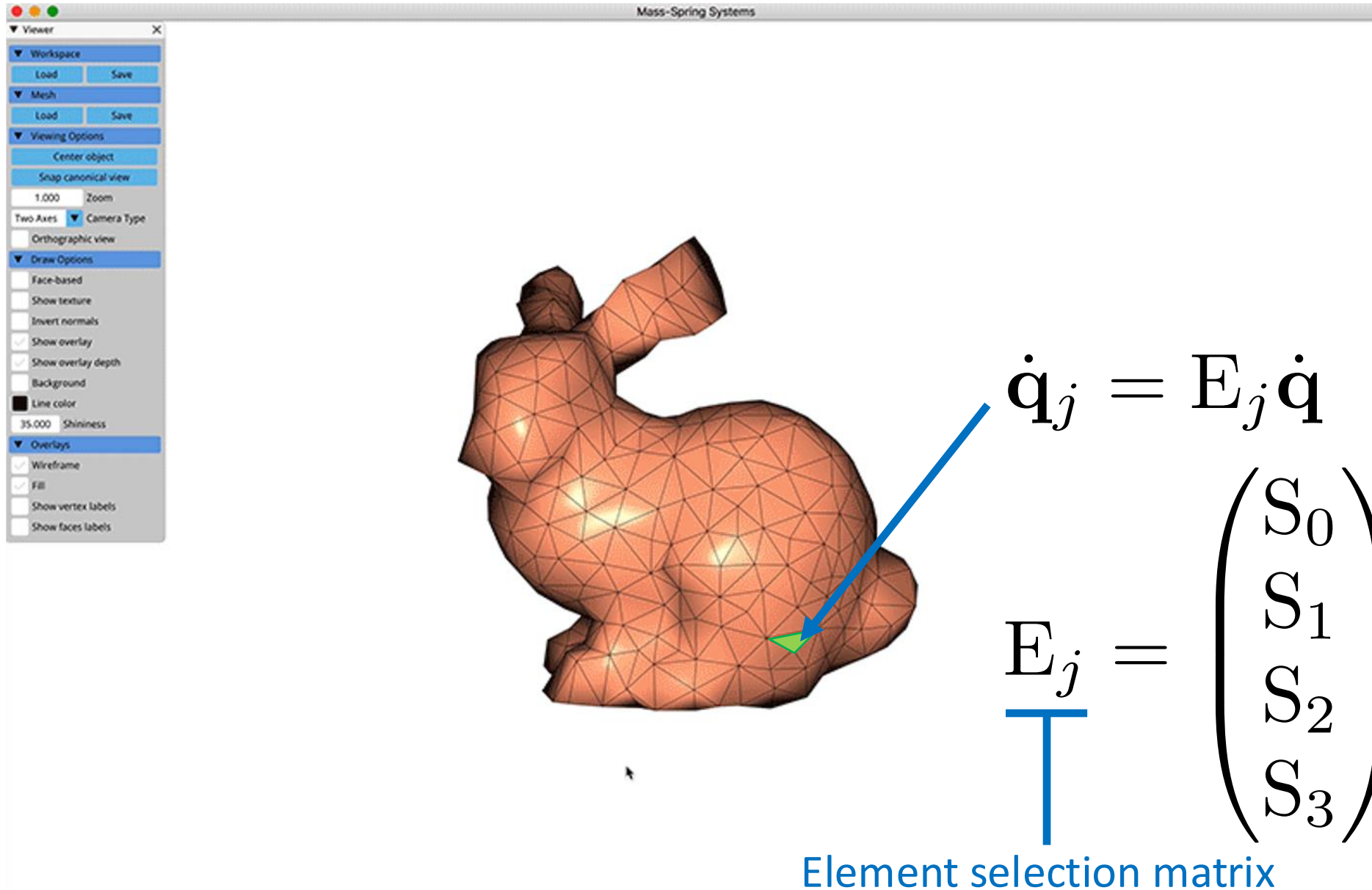


Kinetic Energy for a Bunny



$$T_j = \frac{1}{2} \dot{\mathbf{q}}_j^T \mathbf{M}_j \dot{\mathbf{q}}_j$$

Kinetic Energy for a Bunny



Viewer

Workspace

Load Save

Mesh

Load Save

Viewing Options

Center object

Snap canonical view

1.000 Zoom

Two Axes Camera Type

Orthographic view

Draw Options

Face-based

Show texture

Invert normals

Show overlay

Show overlay depth

Background

Line color

35.000 Shininess

Overlays

Wireframe

Fill

Show vertex labels

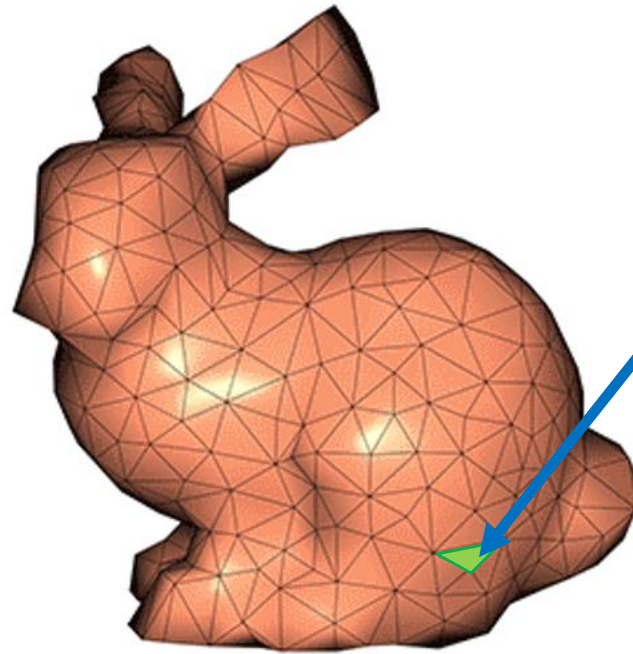
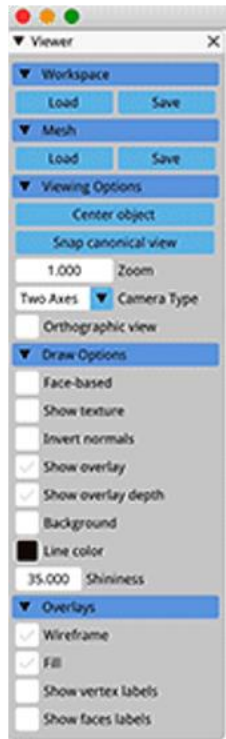
Show faces labels

$\dot{q}_j = E_j \dot{q}$

$E_j = \begin{pmatrix} S_0 \\ S_1 \\ S_2 \\ S_3 \end{pmatrix}$

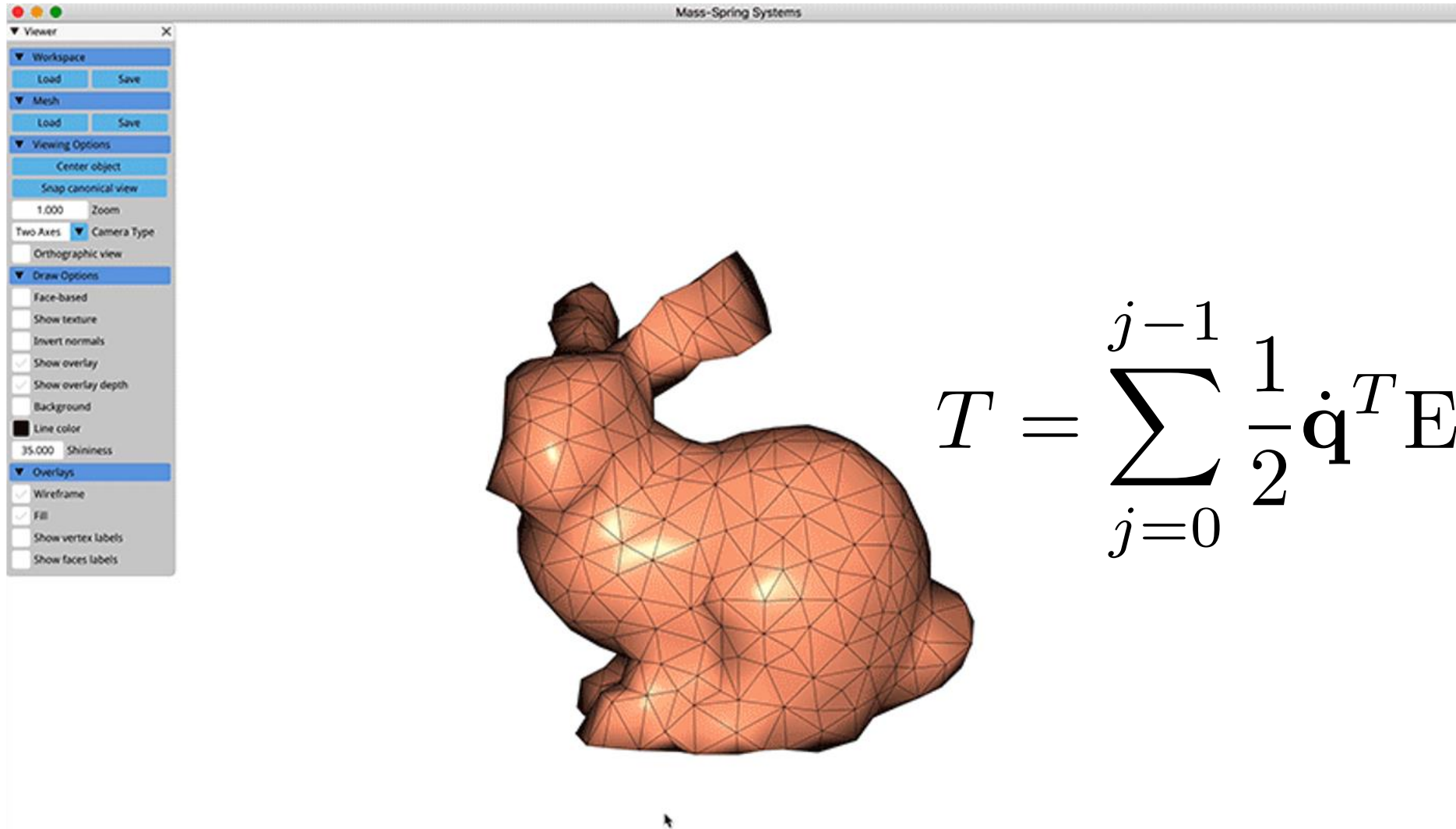
Element selection matrix

Kinetic Energy for a Bunny

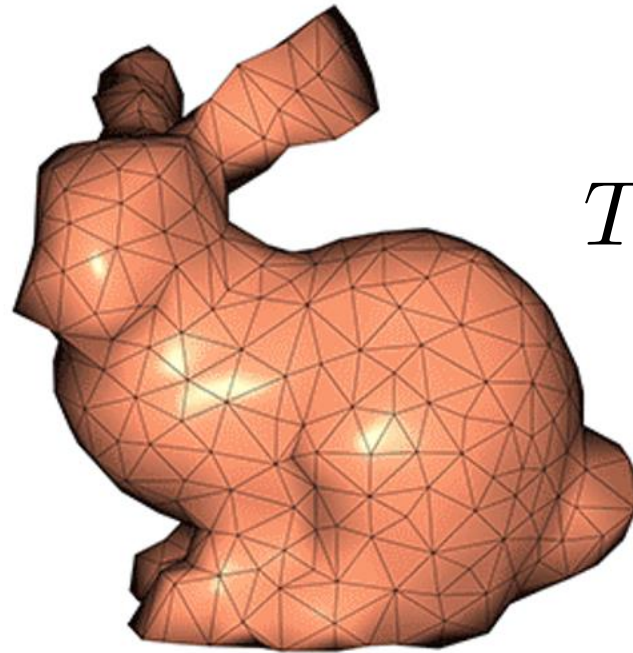
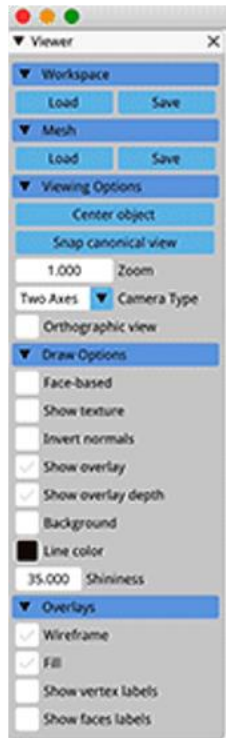


$$T_j = \frac{1}{2} \dot{\mathbf{q}}^T \mathbf{E}_j^T \mathbf{M}_j \mathbf{E}_j \dot{\mathbf{q}}$$

Kinetic Energy for a Bunny



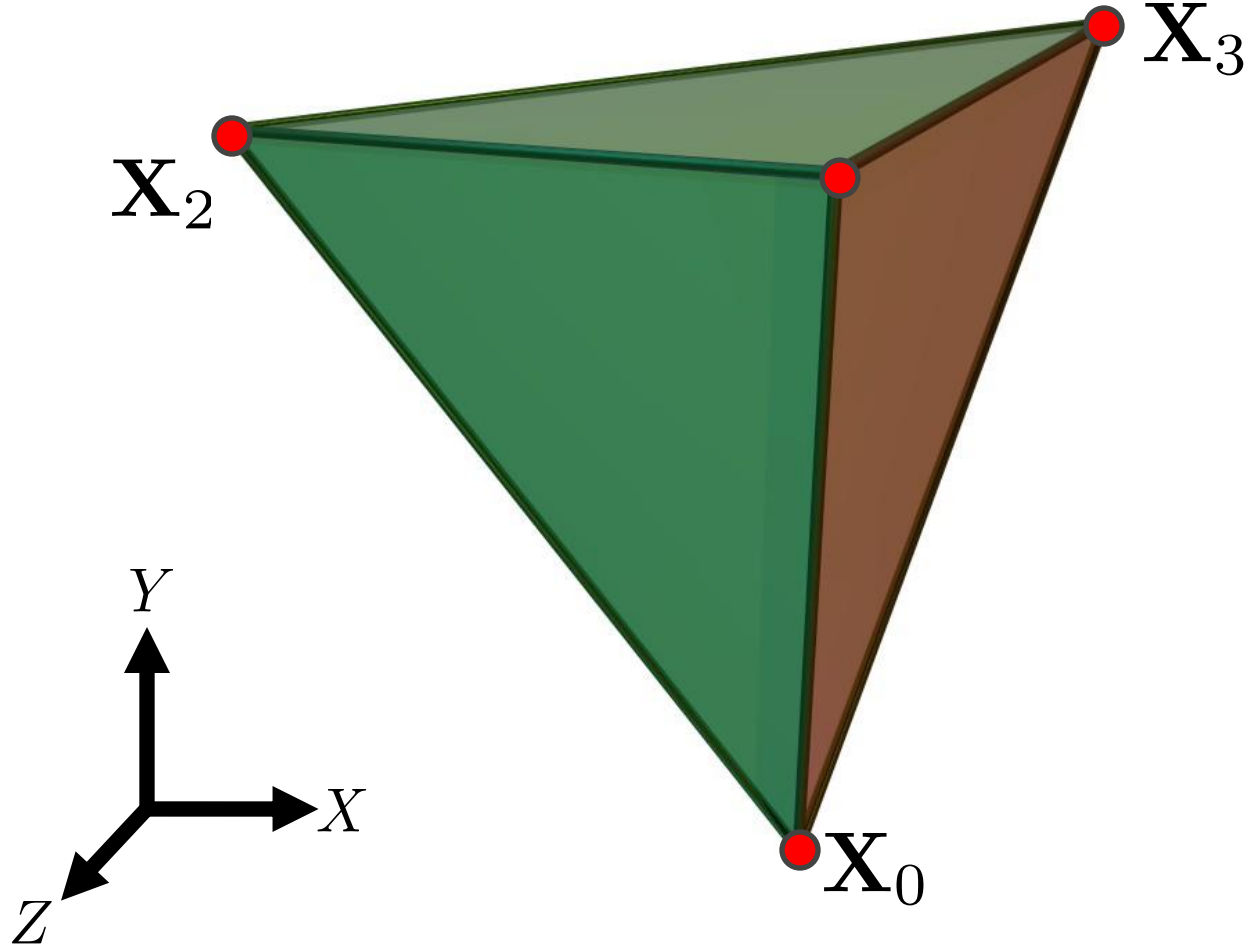
Kinetic Energy for a Bunny



$$T = \frac{1}{2} \dot{\mathbf{q}}^T \underbrace{\left(\sum_{j=0}^{j-1} \mathbf{E}_j^T \mathbf{M}_j \mathbf{E}_j \right)}_{\mathbf{M}} \dot{\mathbf{q}}$$

Assemble \mathbf{M} by summing over all tetrahedra

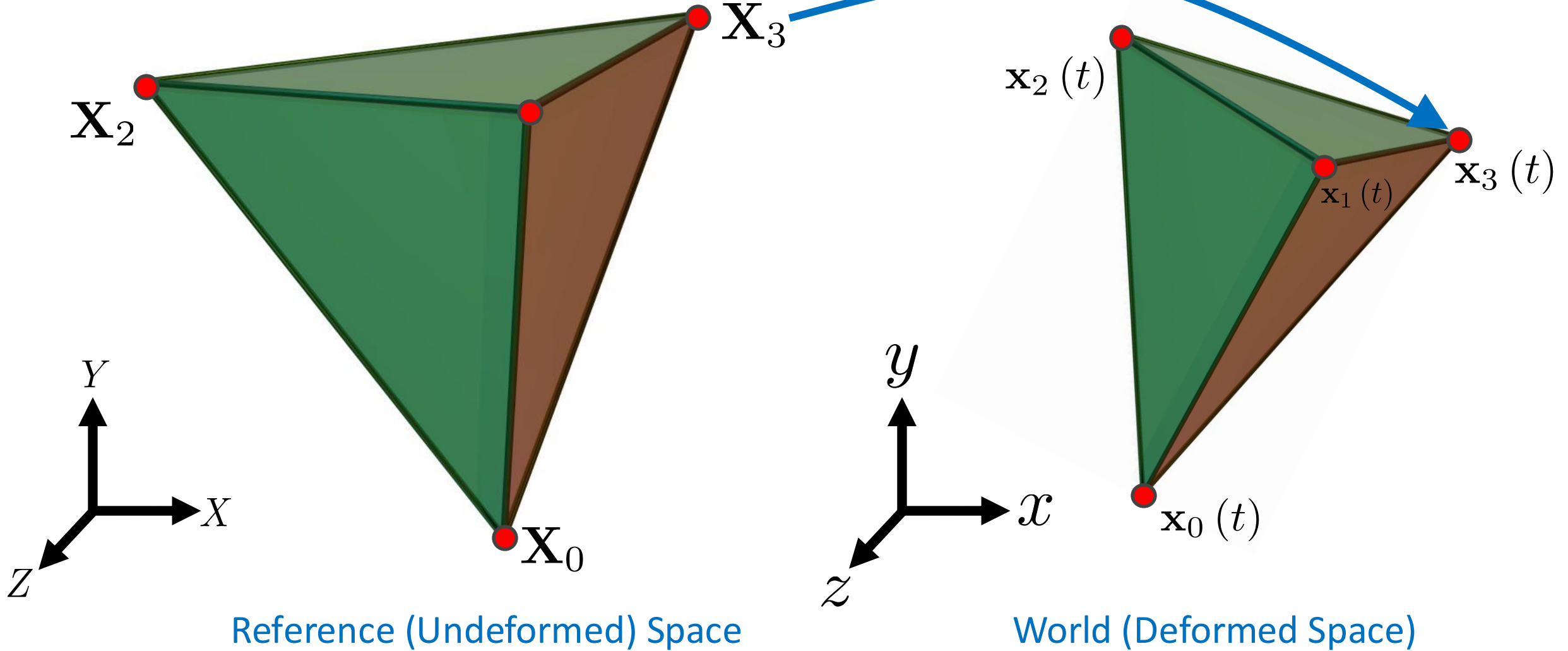
Potential Energy for a Single Tetrahedron



$$V = ?$$

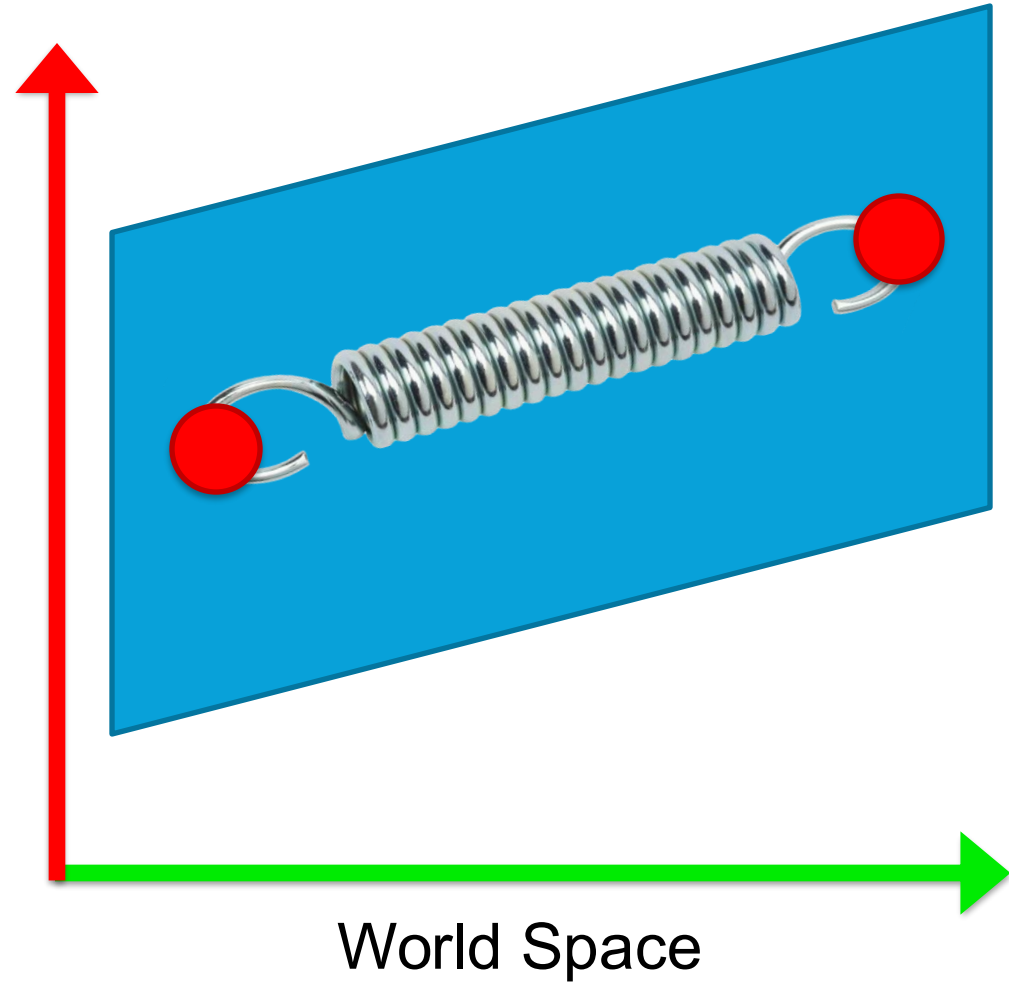
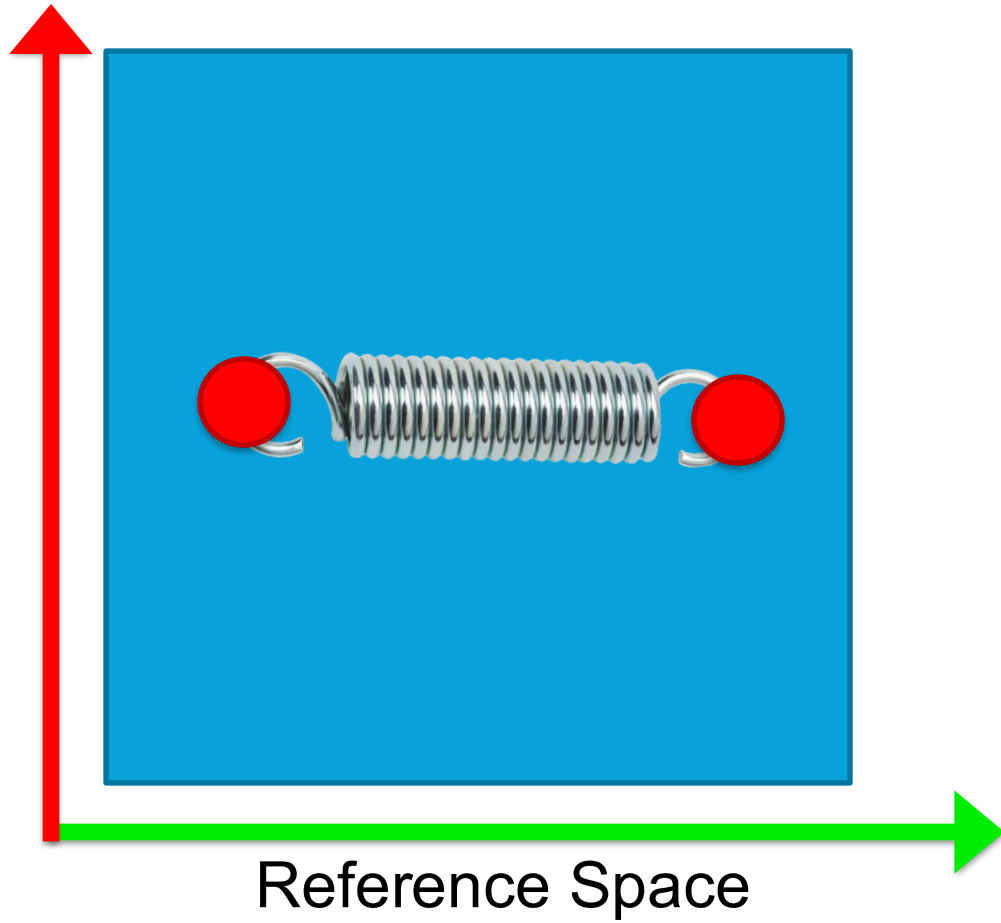
Reference (Undeformed) Space

Potential Energy for a Single Tetrahedron

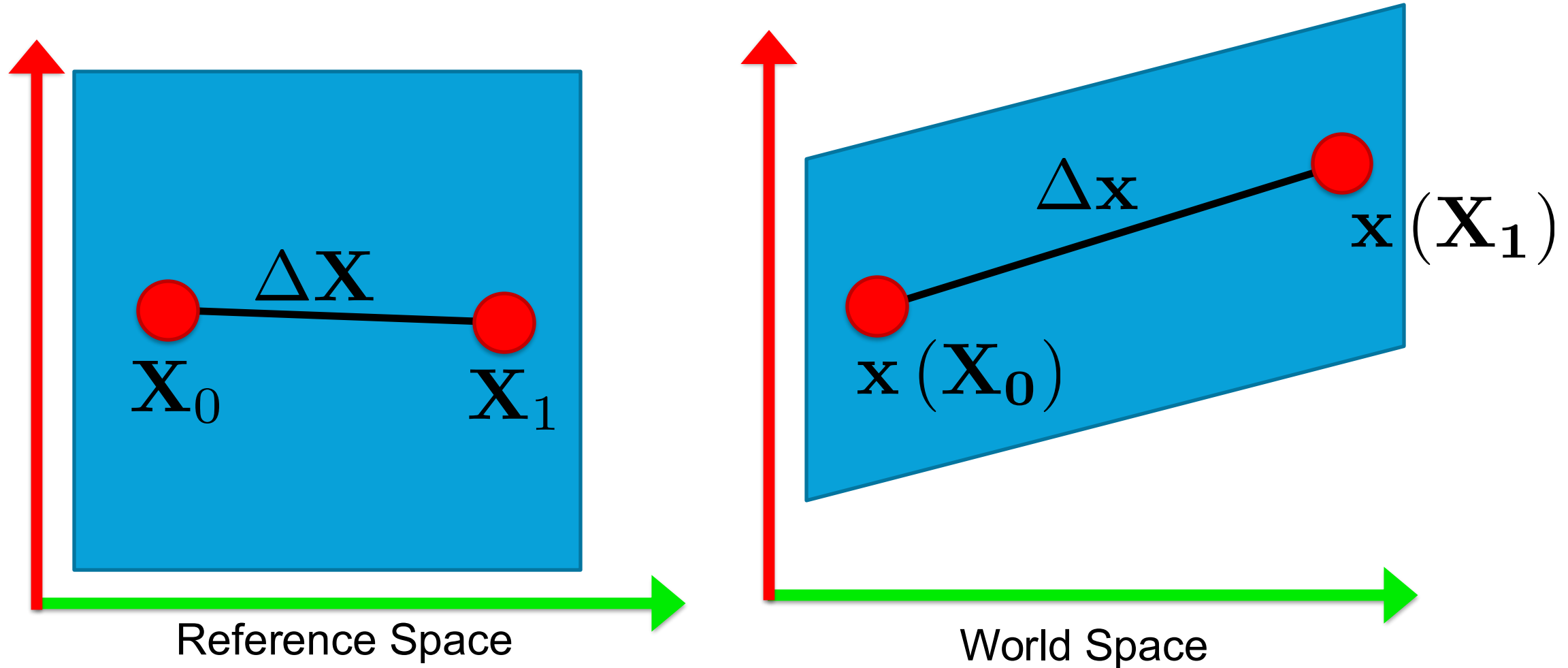


How do we measure strain ?

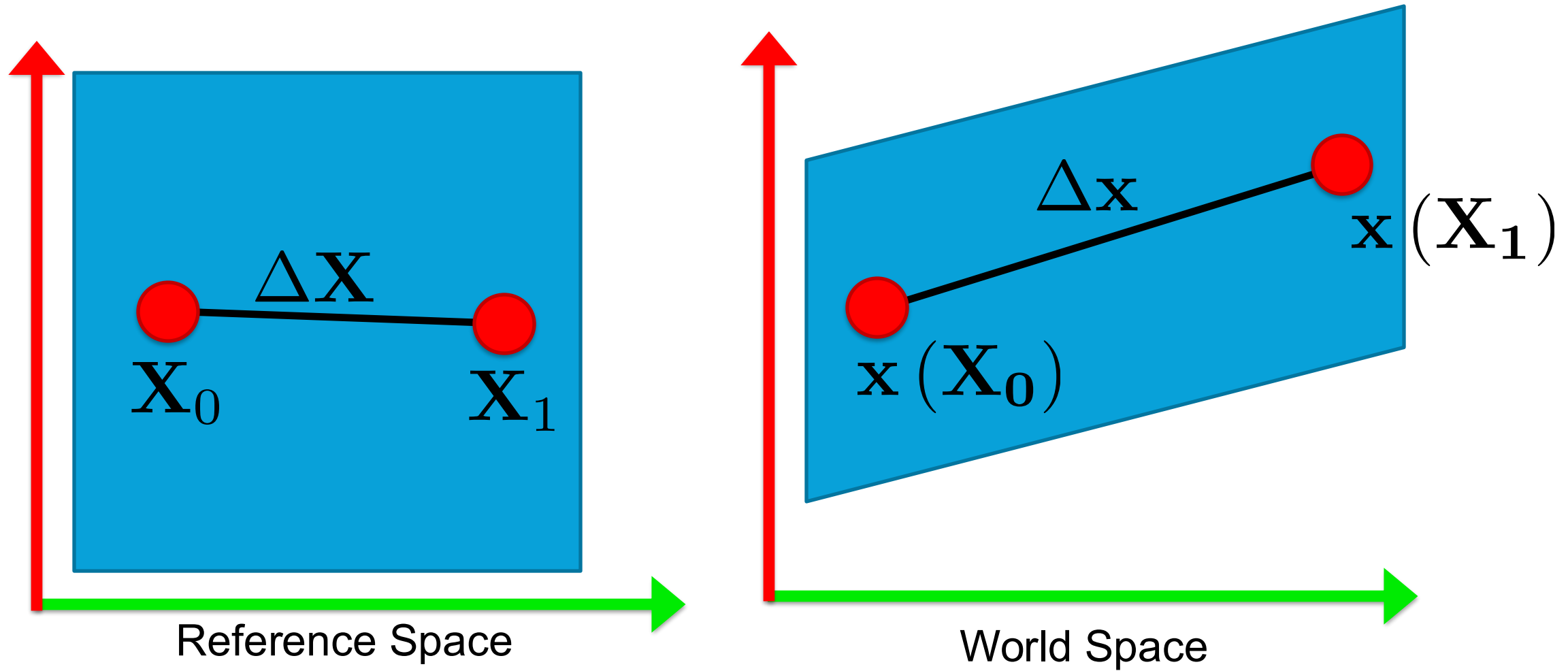
A Closer Look at Deformation



A Closer Look at Deformation

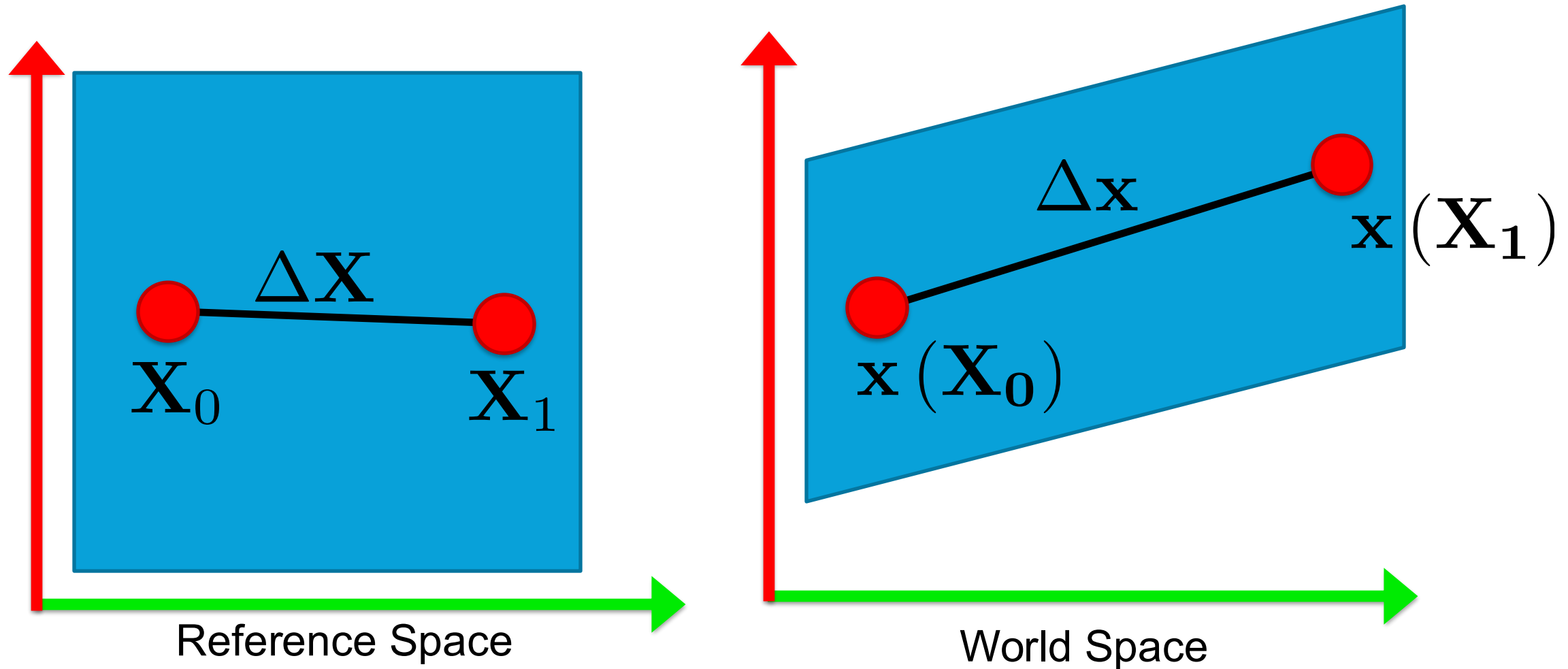


A Closer Look at Deformation



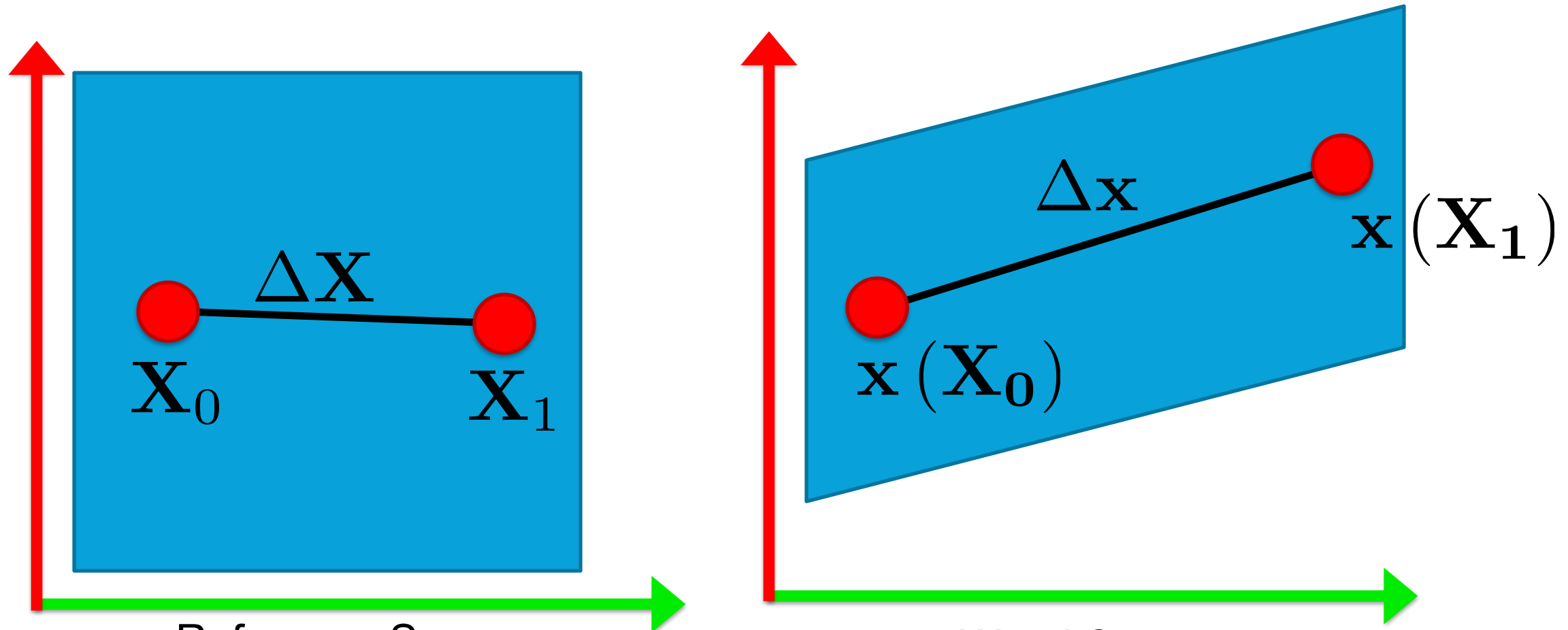
$$\Delta \mathbf{x} = \mathbf{x}(\mathbf{X}_1) - \mathbf{x}(\mathbf{X}_0)$$

A Closer Look at Deformation



$$\Delta \mathbf{x} = \mathbf{x}(\mathbf{X}_0 + \Delta \mathbf{X}) - \mathbf{x}(\mathbf{X}_0)$$

A Closer Look at Deformation

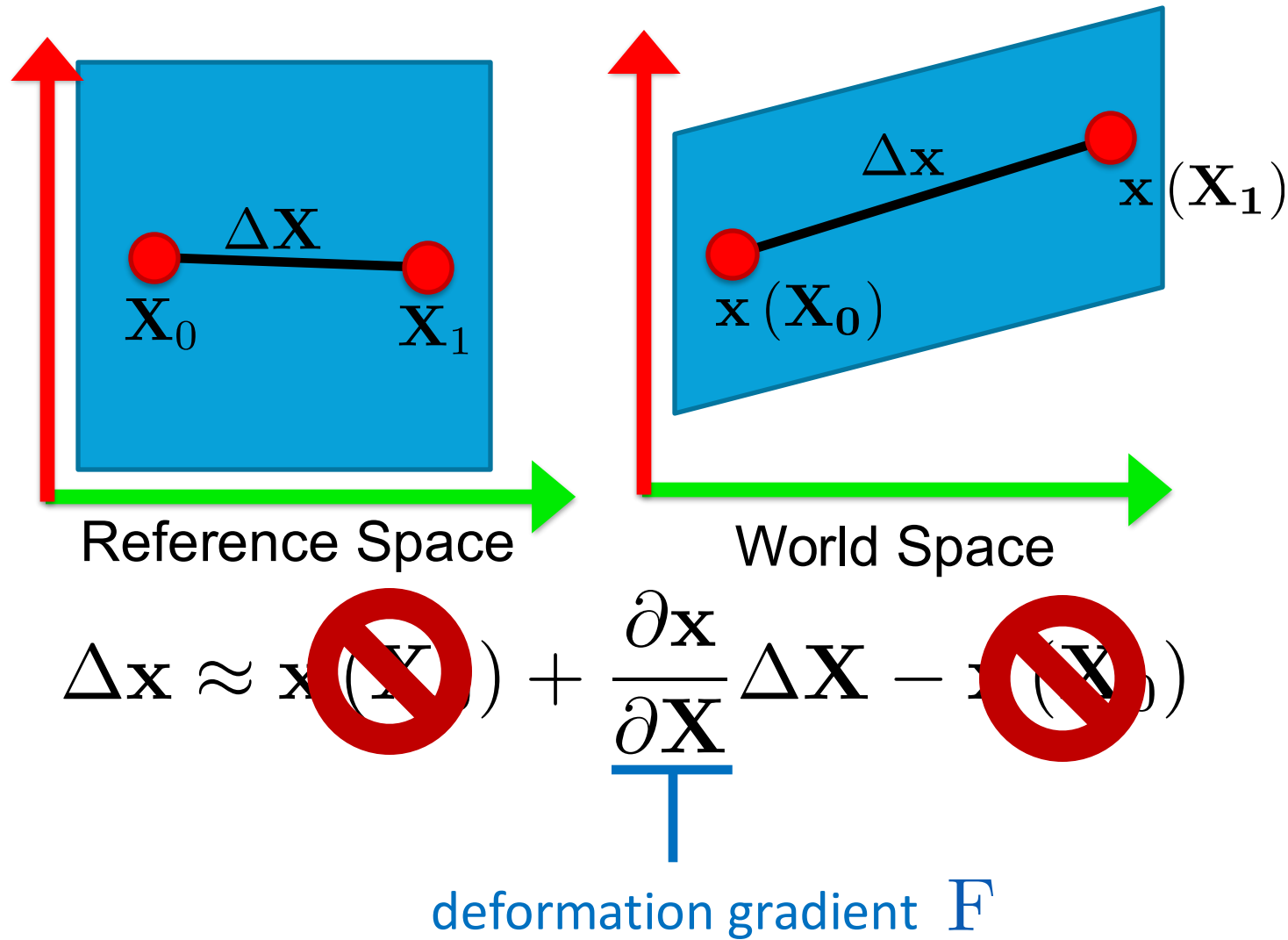


Reference Space

World Space

$$\Delta \mathbf{x} \approx \mathbf{x}(\mathbf{X}_1) - \mathbf{x}(\mathbf{X}_0) + \frac{\partial \mathbf{x}}{\partial \mathbf{X}} \Delta \mathbf{X} - \mathbf{x}(\mathbf{X}_0)$$

A Closer Look at Deformation



rest length squared

Strain $\lvert \Delta \mathbf{x} \rvert^2 - \lvert \Delta \mathbf{X} \rvert^2$

deformed length squared

$$\lvert \Delta \mathbf{x} \rvert^2 = \Delta \mathbf{x}^T \Delta \mathbf{x}$$

$$\lvert \Delta \mathbf{X} \rvert^2 = \Delta \mathbf{X}^T \Delta \mathbf{X}$$

A Closer Look at Deformation

Strain $\Delta \mathbf{x}^T \Delta \mathbf{x} - \Delta \mathbf{X}^T \Delta \mathbf{X}$

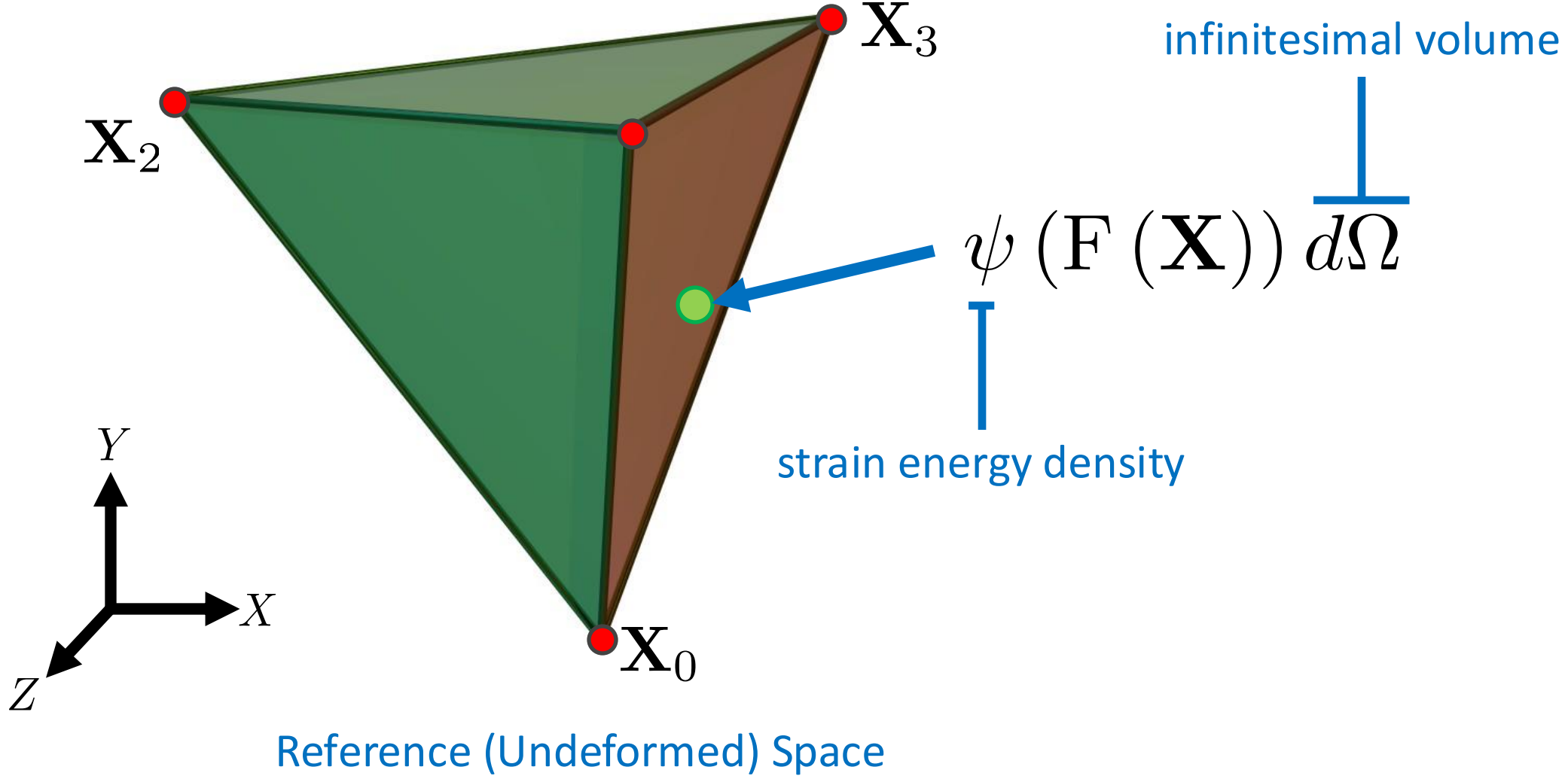
$$\Delta \mathbf{X}^T \mathbf{F}^T \mathbf{F} \Delta \mathbf{X} - \Delta \mathbf{X}^T \Delta \mathbf{X}$$

Right Cauchy Green Deformation

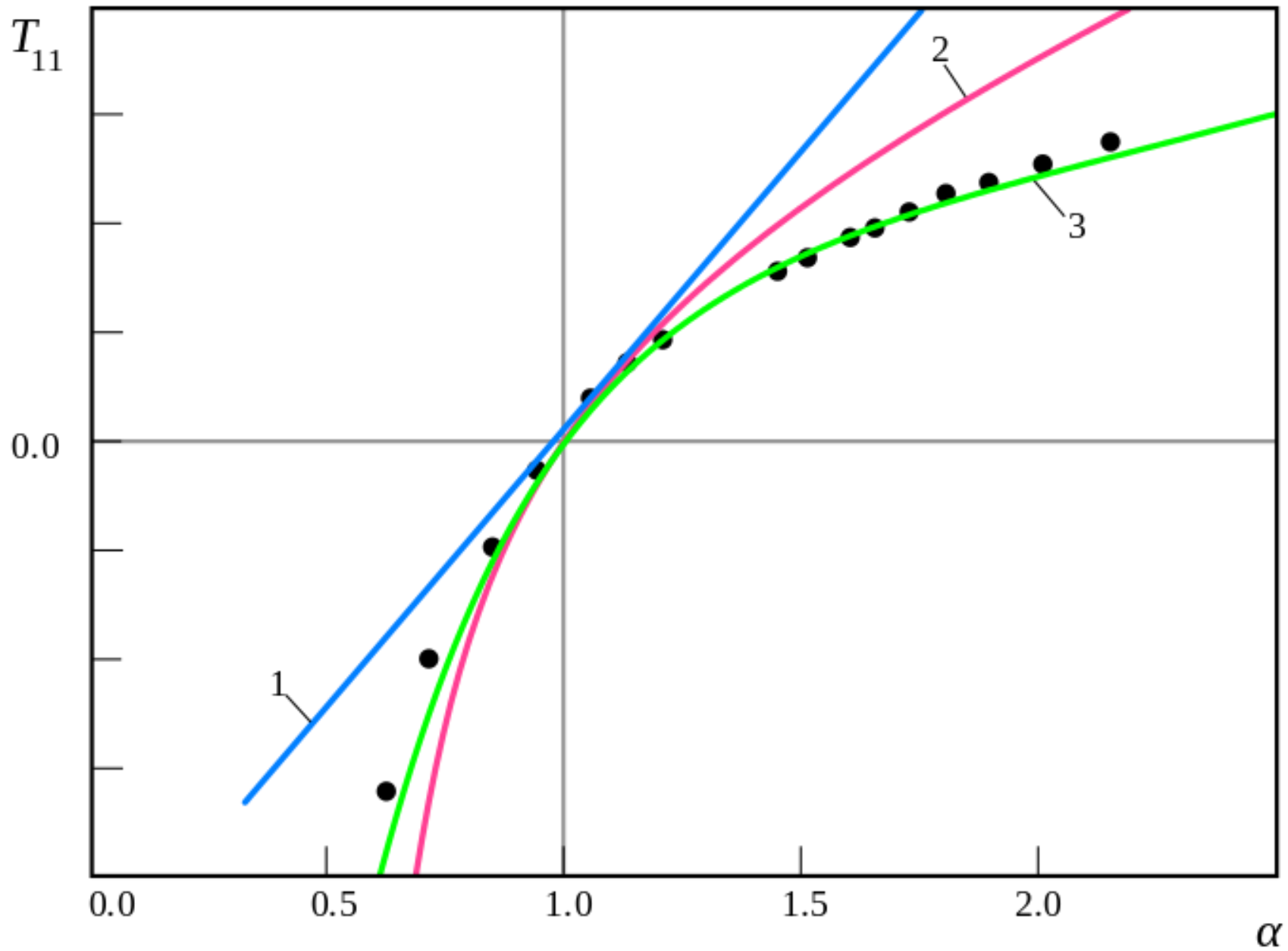
$$\Delta \mathbf{X}^T \underbrace{(\mathbf{F}^T \mathbf{F} - \mathbf{I})}_{\text{Green Lagrange Strain}} \Delta \mathbf{X}$$

Green Lagrange Strain

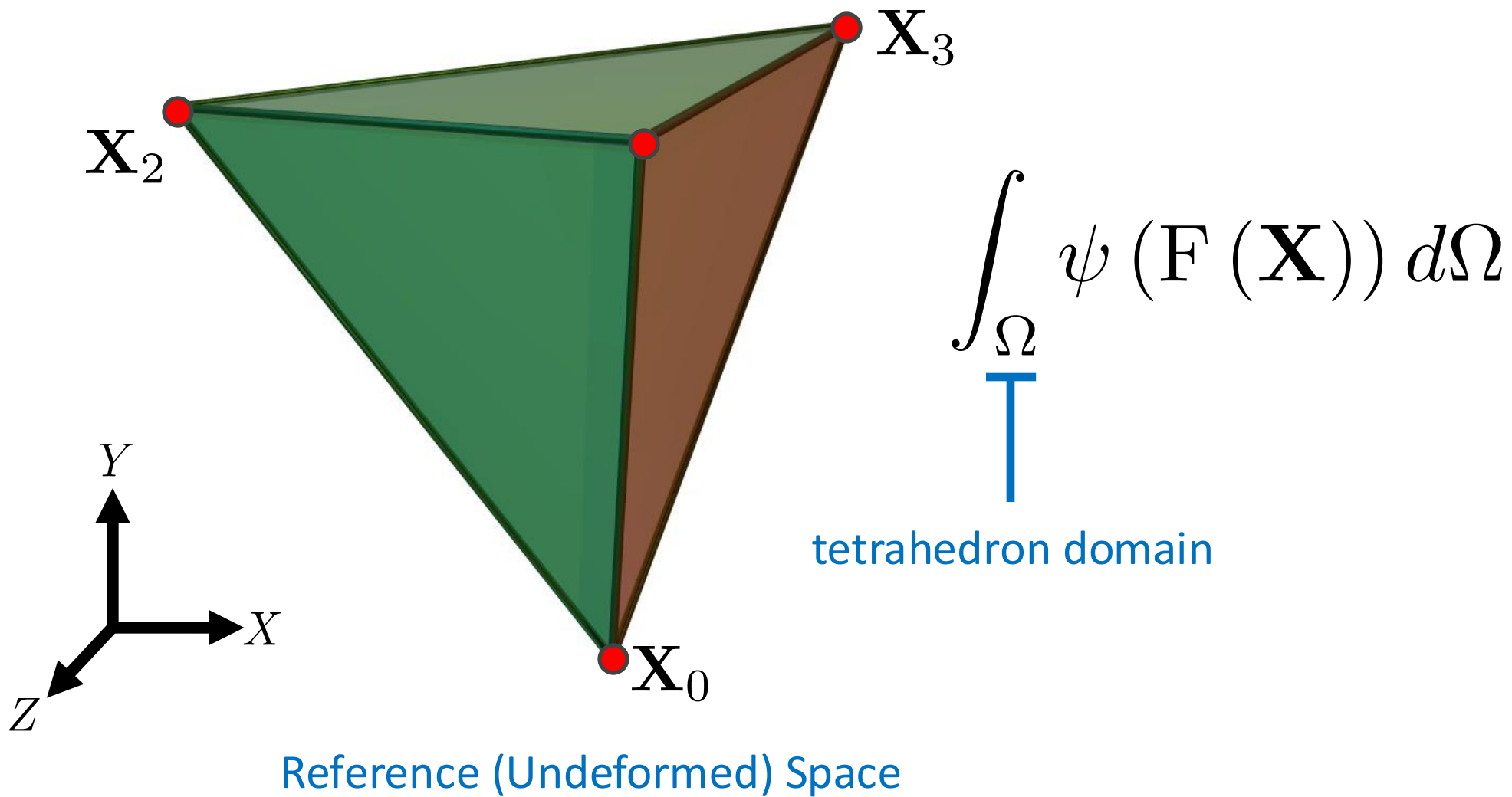
From Deformation to Potential Energy



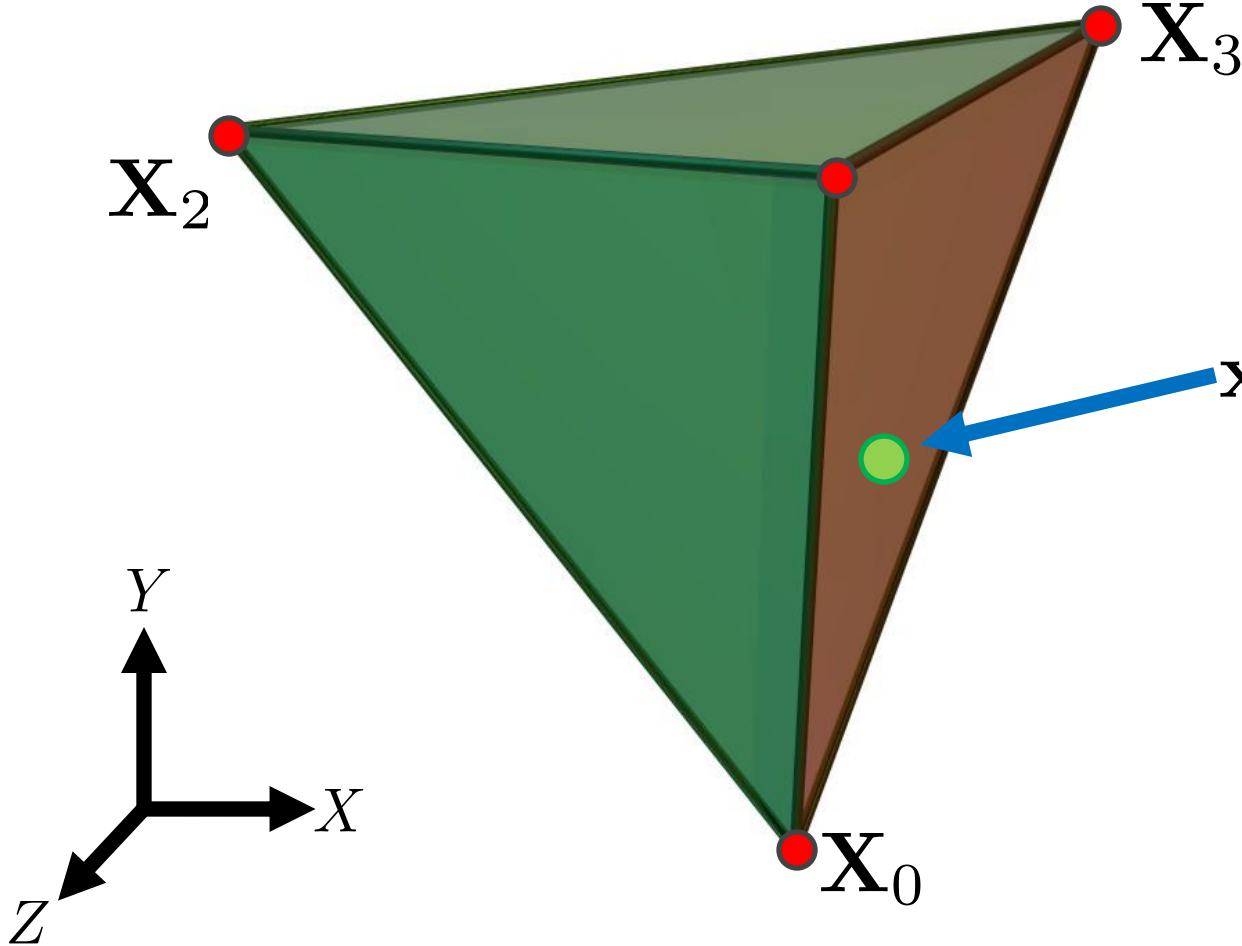
Neoohookean Strain Energy Density



From Deformation to Potential Energy



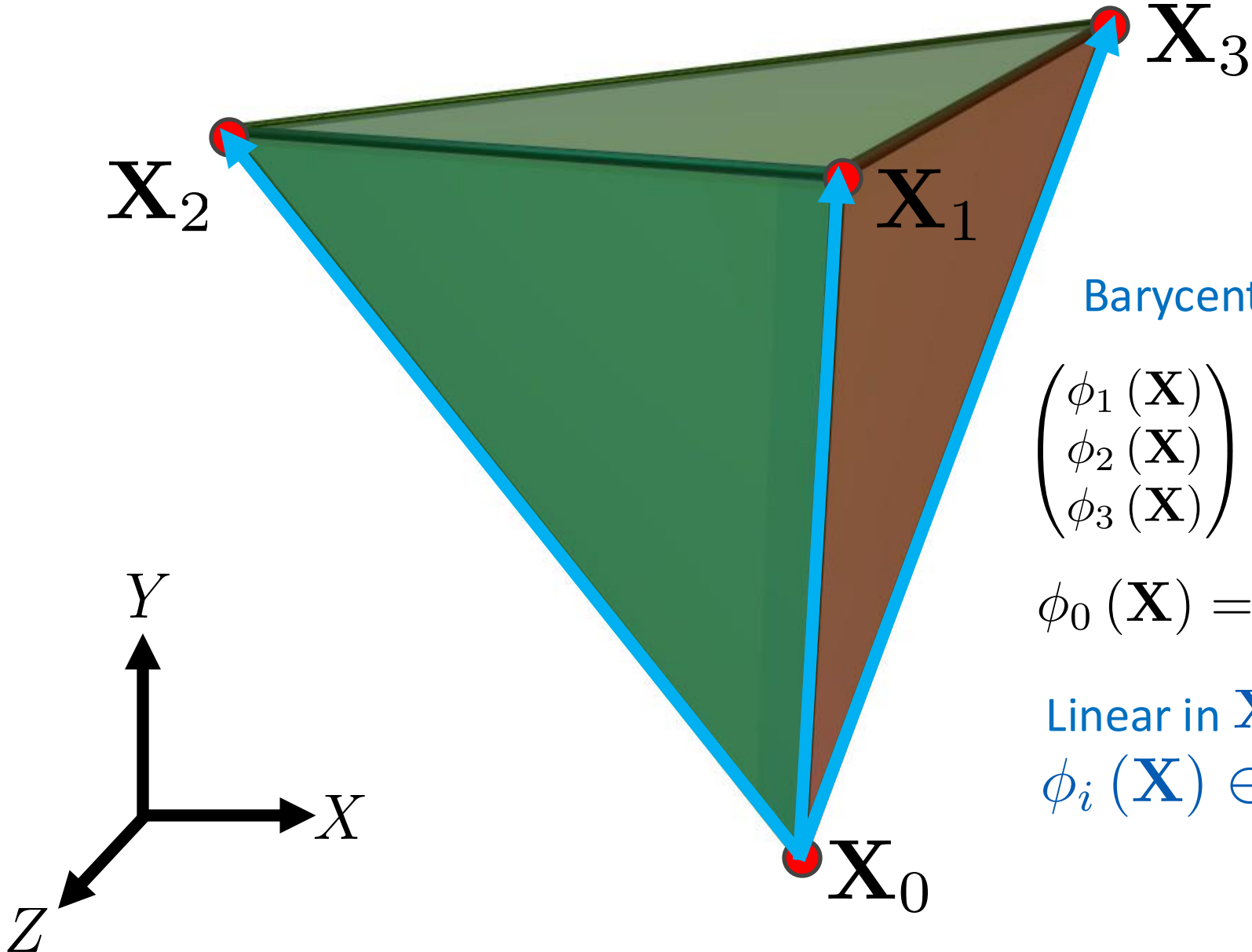
Finite Elements for Deformation



Reference (Undeformed) Space

$$\mathbf{x}(\mathbf{X}) = \underbrace{(\phi_0 \mathbf{I} \quad \phi_1 \mathbf{I} \quad \phi_2 \mathbf{I} \quad \phi_3 \mathbf{I})}_{\mathbf{N}(\mathbf{X})} \underbrace{\begin{pmatrix} \mathbf{x}_0 \\ \mathbf{x}_1 \\ \mathbf{x}_2 \\ \mathbf{x}_3 \end{pmatrix}}_{\mathbf{q}(t)}$$

Finite Elements for Deformation



Barycentric Coordinates

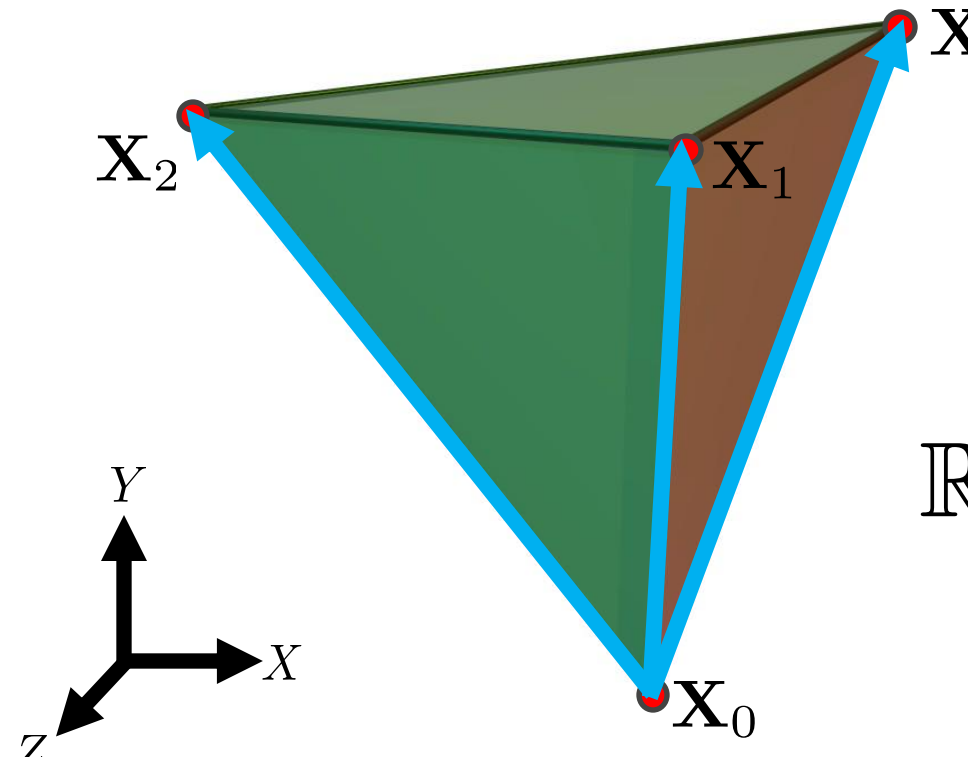
$$\begin{pmatrix} \phi_1(\mathbf{X}) \\ \phi_2(\mathbf{X}) \\ \phi_3(\mathbf{X}) \end{pmatrix} = \mathbf{T}^{-1}(\mathbf{X} - \mathbf{X}_0)$$

$$\phi_0(\mathbf{X}) = 1 - \phi_1(\mathbf{X}) - \phi_2(\mathbf{X}) - \phi_3(\mathbf{X})$$

Linear in \mathbf{X}

$\phi_i(\mathbf{X}) \in [0, 1]$ inside tetrahedron

Finite Elements for Deformation

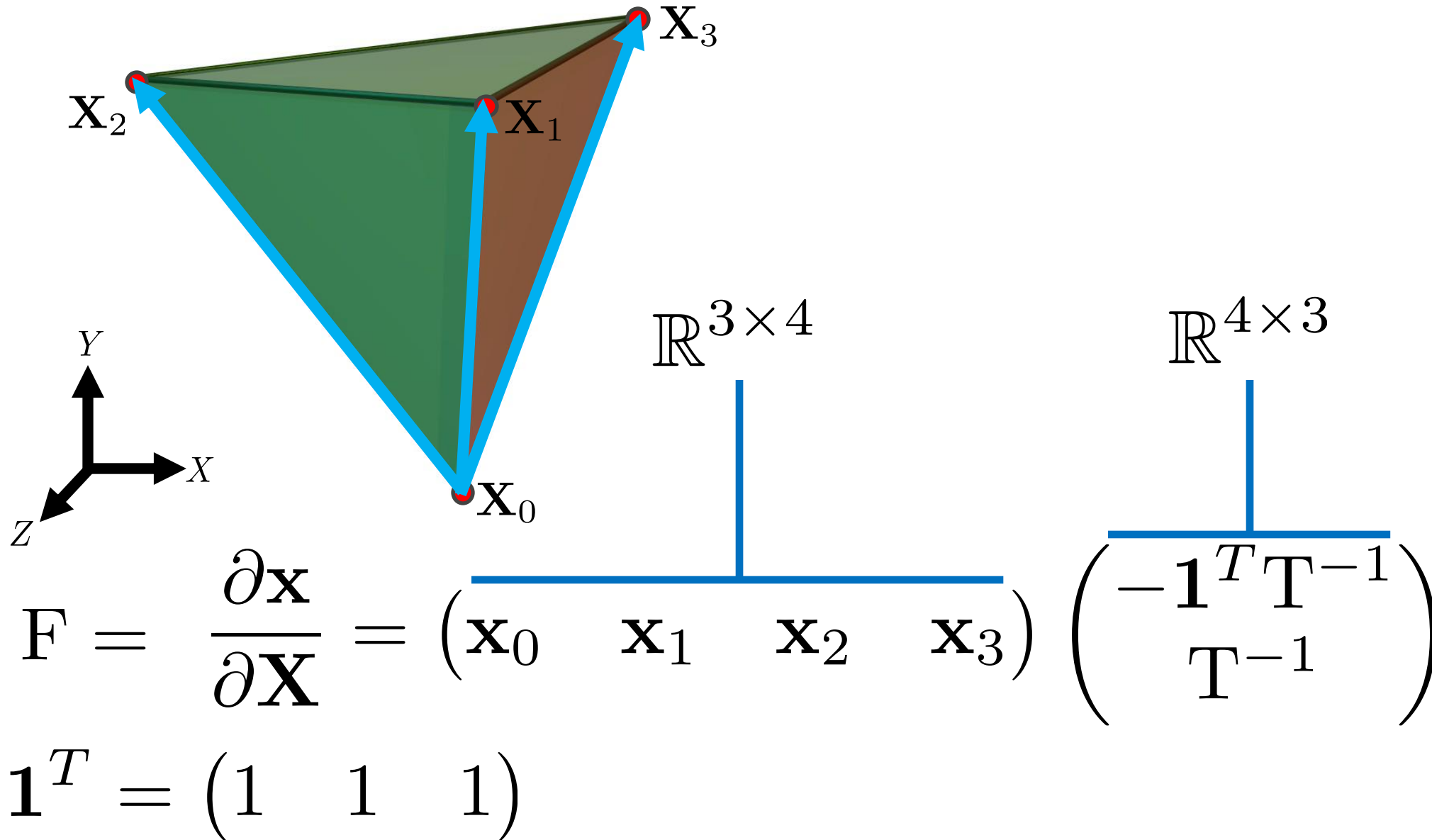


The diagram shows a tetrahedral finite element with four nodes labeled \mathbf{X}_0 , \mathbf{X}_1 , \mathbf{X}_2 , and \mathbf{X}_3 . The element is colored with a green face, a brown face, and a grey face. A 3D coordinate system with axes x , y , and z is shown to the left. Below the element, a blue line diagram represents the mapping from the reference element to the deformed element. It consists of a horizontal line with four segments labeled \mathbf{x}_0 , \mathbf{x}_1 , \mathbf{x}_2 , and \mathbf{x}_3 from left to right. A vertical line segment labeled $\mathbb{R}^{3 \times 4}$ connects the horizontal line to the matrix $\begin{pmatrix} -\mathbf{1}^T \mathbf{T}^{-1} \\ \mathbf{T}^{-1} \end{pmatrix}$. Another vertical line segment labeled $\mathbb{R}^{4 \times 3}$ connects the matrix to the vector $(\mathbf{X} - \mathbf{X}_0)$.

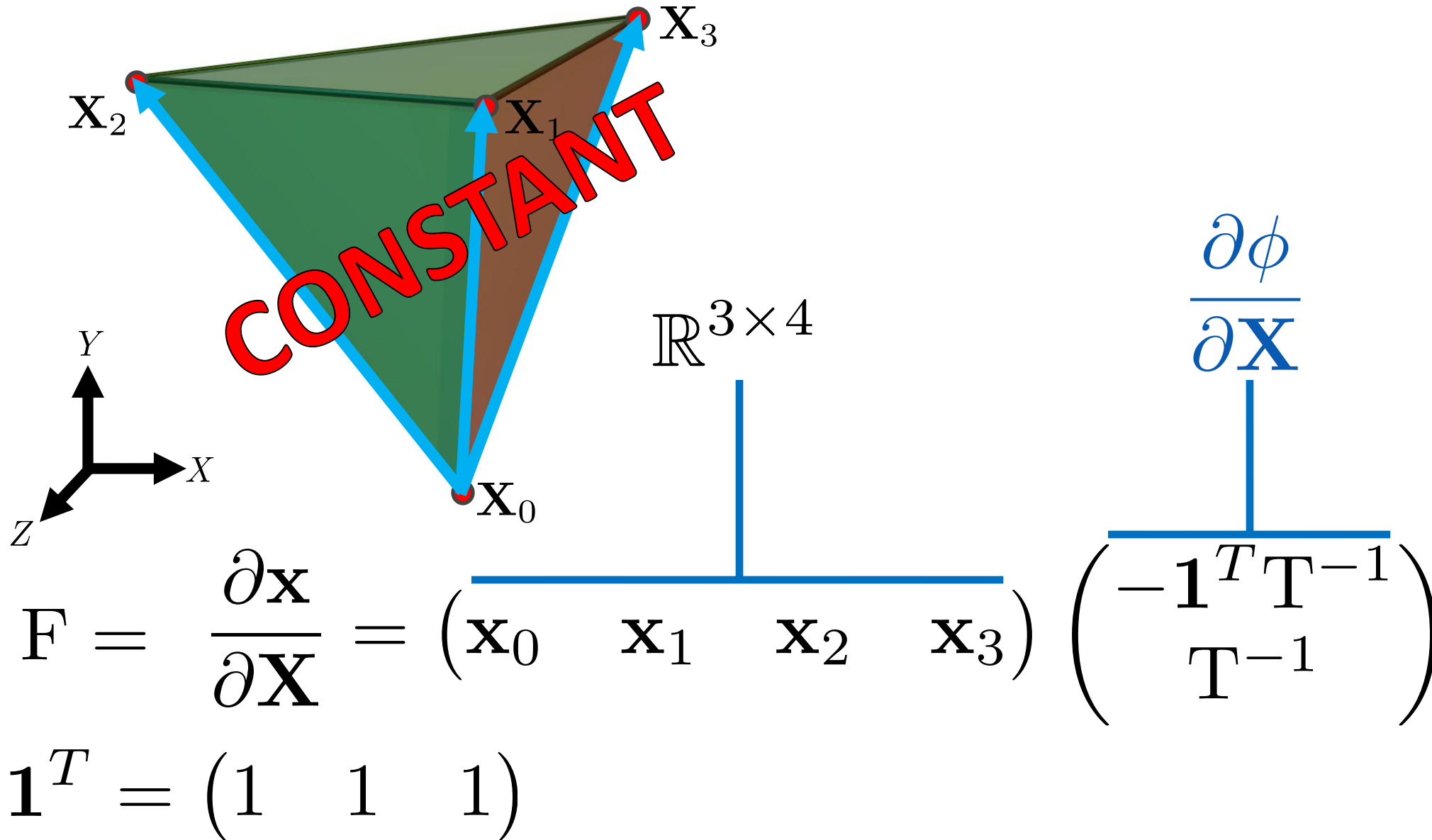
$$\mathbf{x}(\mathbf{X}) = \mathbf{x}_0 + \begin{pmatrix} \mathbf{x}_0 & \mathbf{x}_1 & \mathbf{x}_2 & \mathbf{x}_3 \end{pmatrix} \begin{pmatrix} -\mathbf{1}^T \mathbf{T}^{-1} \\ \mathbf{T}^{-1} \end{pmatrix} (\mathbf{X} - \mathbf{X}_0)$$

$$\mathbf{1}^T = \begin{pmatrix} 1 & 1 & 1 \end{pmatrix}$$

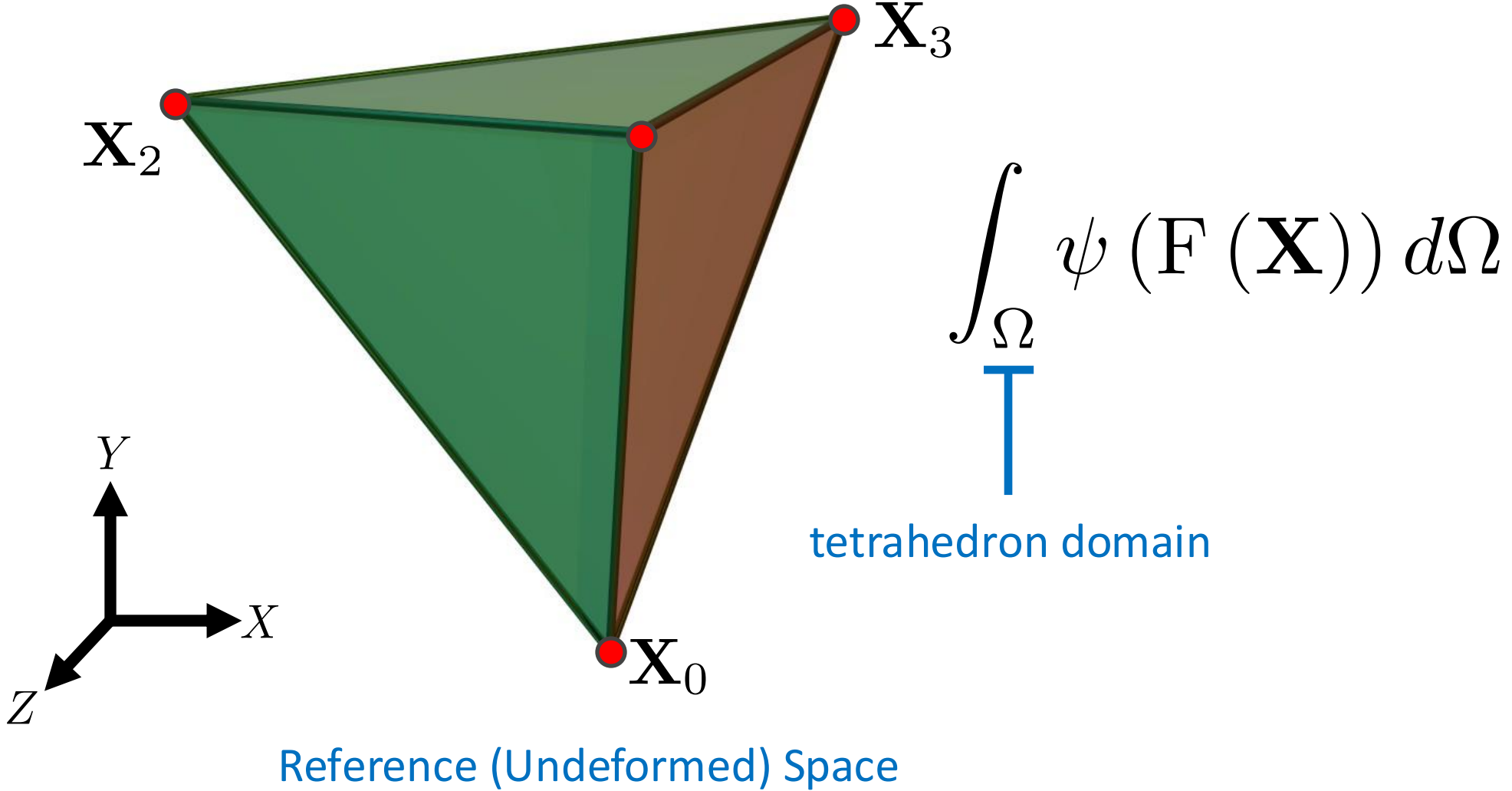
Finite Elements for Deformation



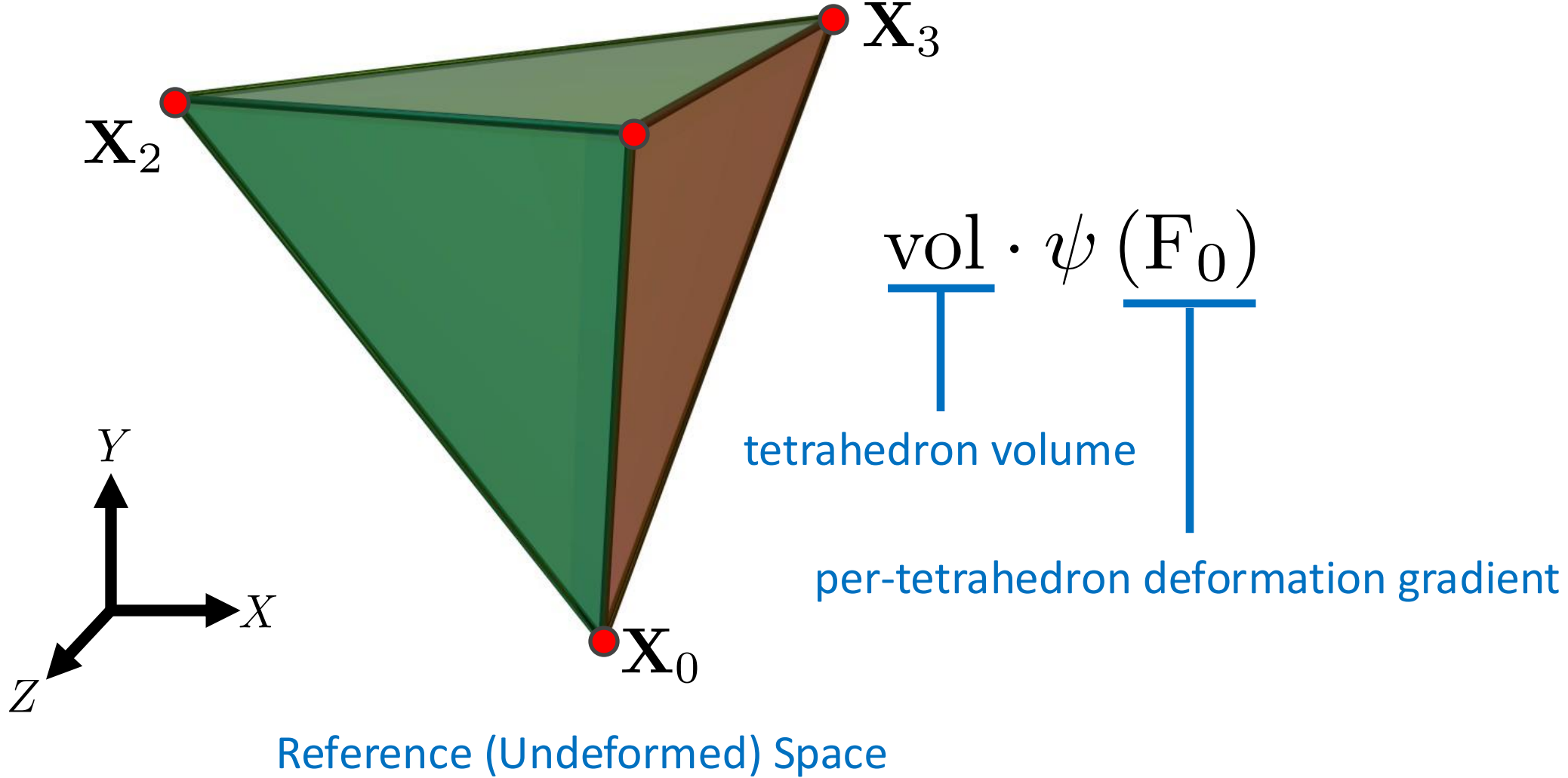
Finite Elements for Deformation



From Deformation to Potential Energy

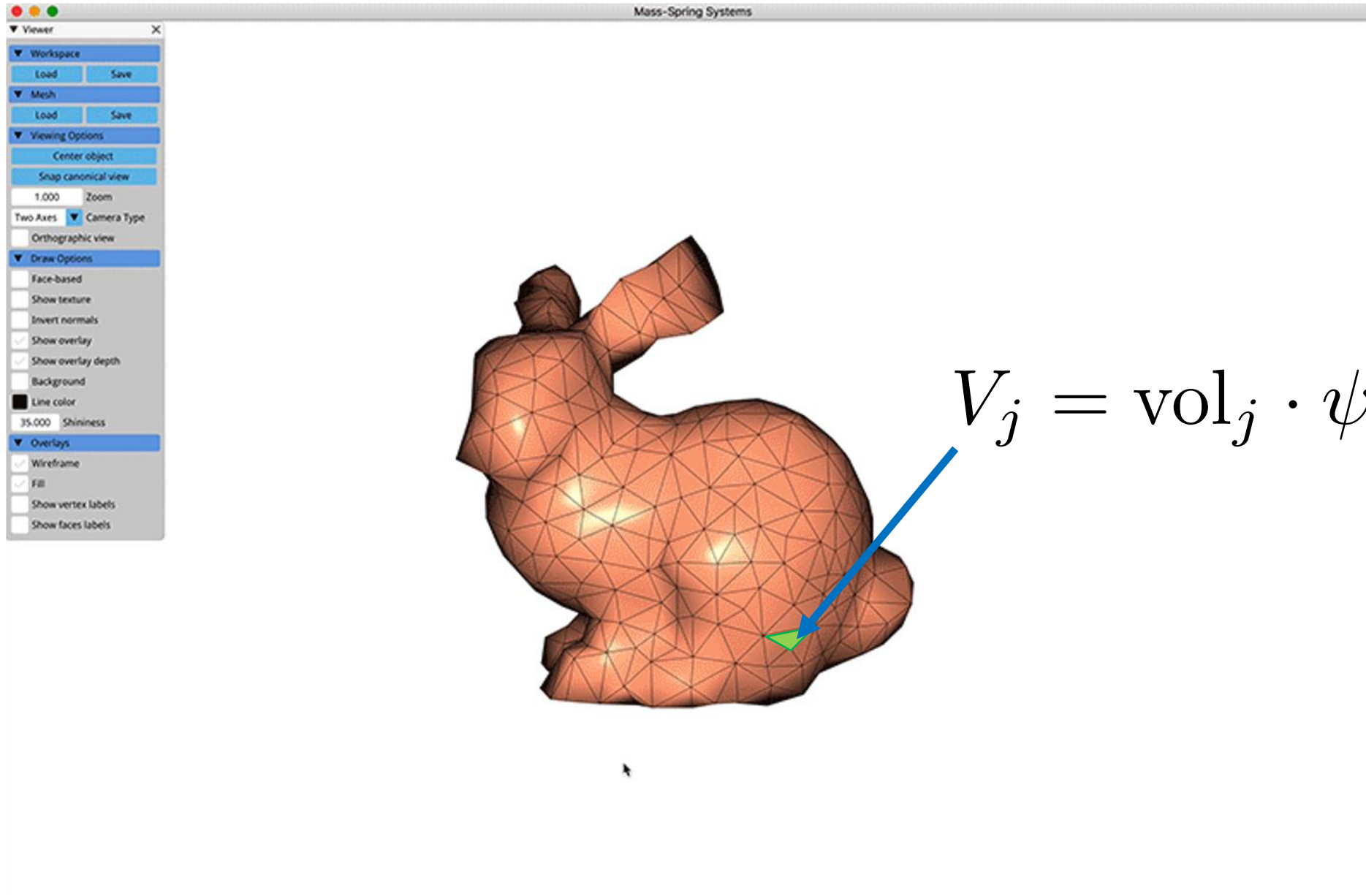


From Deformation to Potential Energy

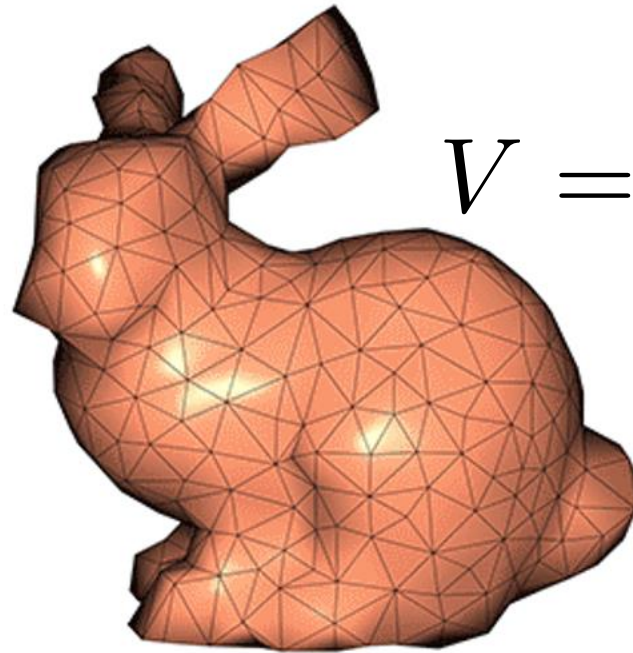
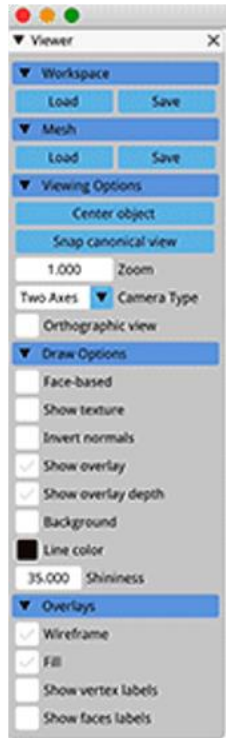


Single-Point Numerical Quadrature

Potential Energy for a Bunny



Potential Energy for a Bunny

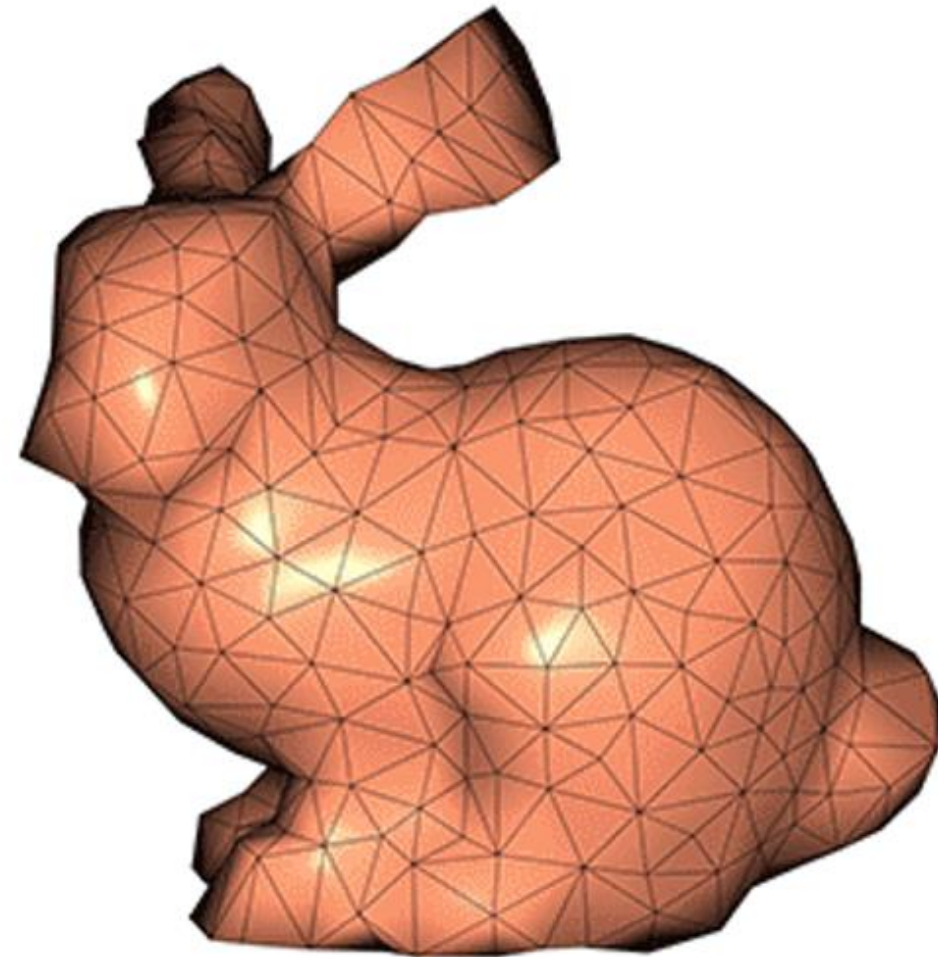


$$V = \sum_{j=0}^{m-1} \text{vol}_j \cdot \psi \left(F_j \left(E_j \mathbf{q} \right) \right)$$

The Lagrangian


$$V = \sum_{j=0}^{m-1} \text{vol}_j \cdot \psi(F_j(\mathbf{q}_j))$$

$$L = \underset{\frac{1}{2}\dot{\mathbf{q}}^T \mathbf{M} \dot{\mathbf{q}}}{\underset{\uparrow}{T}} - \underset{\downarrow}{V}$$



Euler-Lagrange Equation

$$\frac{d}{dt} \frac{\partial L}{\partial \dot{\mathbf{q}}} = \frac{\partial V}{\partial \mathbf{q}}$$


Generalized Forces \mathbf{f}

Equations of Motion

$$M\ddot{\mathbf{q}} = - \frac{\partial V}{\partial \mathbf{q}}$$

Generalized Forces

$$-\frac{\partial V}{\partial \mathbf{q}} = - \sum_{j=0}^{m-1} \text{vol}_j \cdot \frac{\partial}{\partial \mathbf{q}} \psi \left(\underbrace{\mathbf{F}_j (\mathbf{E}_j \mathbf{q})}_{\text{Because F is a matrix, this is tricky}} \right)$$

Because F is a matrix, this is tricky

We can CONVERT F to a vector

Vectorized Deformation Gradient

$$\mathbf{F} = \begin{pmatrix} \frac{\partial x}{\partial X} & \frac{\partial x}{\partial Y} & \frac{\partial x}{\partial Z} \\ \frac{\partial y}{\partial X} & \frac{\partial y}{\partial Y} & \frac{\partial y}{\partial Z} \\ \frac{\partial z}{\partial X} & \frac{\partial z}{\partial Y} & \frac{\partial z}{\partial Z} \end{pmatrix} = \begin{pmatrix} \frac{\partial x}{\partial X} \\ \frac{\partial x}{\partial Y} \\ \frac{\partial x}{\partial Z} \\ \frac{\partial y}{\partial X} \\ \frac{\partial y}{\partial Y} \\ \frac{\partial y}{\partial Z} \\ \frac{\partial z}{\partial X} \\ \frac{\partial z}{\partial Y} \\ \frac{\partial z}{\partial Z} \end{pmatrix}$$

$$\begin{pmatrix} -\mathbf{1}^T \mathbf{T}^{-1} \\ \mathbf{T}^{-1} \end{pmatrix}$$

$\mathbf{D} \in \mathbb{R}^{4 \times 3}$

Vectorized Deformation Gradient

$$\begin{pmatrix} \frac{\partial x}{\partial X} \\ \frac{\partial x}{\partial Y} \\ \frac{\partial x}{\partial Z} \\ \frac{\partial y}{\partial X} \\ \frac{\partial y}{\partial Y} \\ \frac{\partial y}{\partial Z} \\ \frac{\partial z}{\partial X} \\ \frac{\partial z}{\partial Y} \\ \frac{\partial z}{\partial Z} \end{pmatrix} = \underbrace{\begin{pmatrix} D_{00} & 0 & 0 & D_{10} & 0 & 0 & D_{20} & 0 & 0 & D_{30} & 0 & 0 \\ D_{01} & 0 & 0 & D_{11} & 0 & 0 & D_{21} & 0 & 0 & D_{31} & 0 & 0 \\ D_{02} & 0 & 0 & D_{12} & 0 & 0 & D_{22} & 0 & 0 & D_{32} & 0 & 0 \\ 0 & D_{00} & 0 & 0 & D_{10} & 0 & 0 & D_{20} & 0 & 0 & D_{30} & 0 \\ 0 & D_{01} & 0 & 0 & D_{11} & 0 & 0 & D_{21} & 0 & 0 & D_{31} & 0 \\ 0 & D_{02} & 0 & 0 & D_{12} & 0 & 0 & D_{22} & 0 & 0 & D_{32} & 0 \\ 0 & 0 & D_{00} & 0 & 0 & D_{10} & 0 & 0 & D_{20} & 0 & 0 & D_{30} \\ 0 & 0 & D_{01} & 0 & 0 & D_{11} & 0 & 0 & D_{21} & 0 & 0 & D_{31} \\ 0 & 0 & D_{02} & 0 & 0 & D_{12} & 0 & 0 & D_{22} & 0 & 0 & D_{32} \end{pmatrix}}_{\mathbf{B}_j} \underbrace{\begin{pmatrix} x_0 \\ y_0 \\ z_0 \\ x_1 \\ y_1 \\ z_1 \\ x_2 \\ y_2 \\ z_2 \\ x_3 \\ y_3 \\ z_3 \end{pmatrix}}_{\mathbf{q}_j}$$

Generalized Forces

$$-\frac{\partial V}{\partial \mathbf{q}} = - \sum_{j=0}^{m-1} \text{vol}_j \cdot \frac{\partial}{\partial \mathbf{q}} \psi \left(\underbrace{\mathbf{F}_j (\mathbf{E}_j \mathbf{q})}_{\text{Because F is a matrix, this is tricky}} \right)$$

Because F is a matrix, this is tricky

We can CONVERT F to a vector

Generalized Forces

$$-\frac{\partial V}{\partial \mathbf{q}} = - \sum_{j=0}^{m-1} \text{vol}_j \cdot \frac{\partial}{\partial \mathbf{q}} \psi \left(\underbrace{\mathbf{B}_j \mathbf{E}_j \mathbf{q}}_{\text{vectorized}} \right)$$

Now we can compute the derivatives

Generalized Forces

$$-\frac{\partial V}{\partial \mathbf{q}} = - \sum_{j=0}^{m-1} \text{vol}_j \cdot \mathbf{E}_j^T \mathbf{B}_j^T \frac{\partial \psi(\mathbf{F}_j)}{\partial \mathbf{F}}$$

$$\mathbf{f} = \sum_{j=0}^{m-1} \mathbf{E}_j^T \mathbf{f}_j$$

assemble per-tetrahedron forces

$$\mathbf{f}_j = \underbrace{-\text{vol}_j \mathbf{B}_j^T \frac{\partial \psi(\mathbf{F}_j)}{\partial \mathbf{F}}}_{\text{per-tetrahedron generalized force}}$$

per-tetrahedron generalized force

Equations of Motion

$$M\ddot{\mathbf{q}} = - \frac{\partial V}{\partial \mathbf{q}}$$



Capture and Modeling of Non-Linear Heterogeneous Soft Tissue | Bickel et al

Next Video: More Finite Elements!

