An aerial view of a vast, destroyed city. In the foreground, a large, ornate building with a massive, shattered dome and twisted metal framework dominates the scene. The ground is covered in a thick layer of rubble and debris. In the background, more damaged buildings, including a church with a tall, broken spire, are visible against a backdrop of mountains under a cloudy sky.

CSC2549 Physics-Based Animation

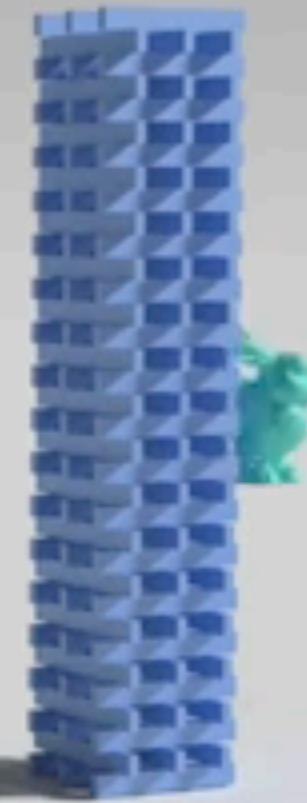


Game of Thrones | HBO

Last Video: Cloth Simulation

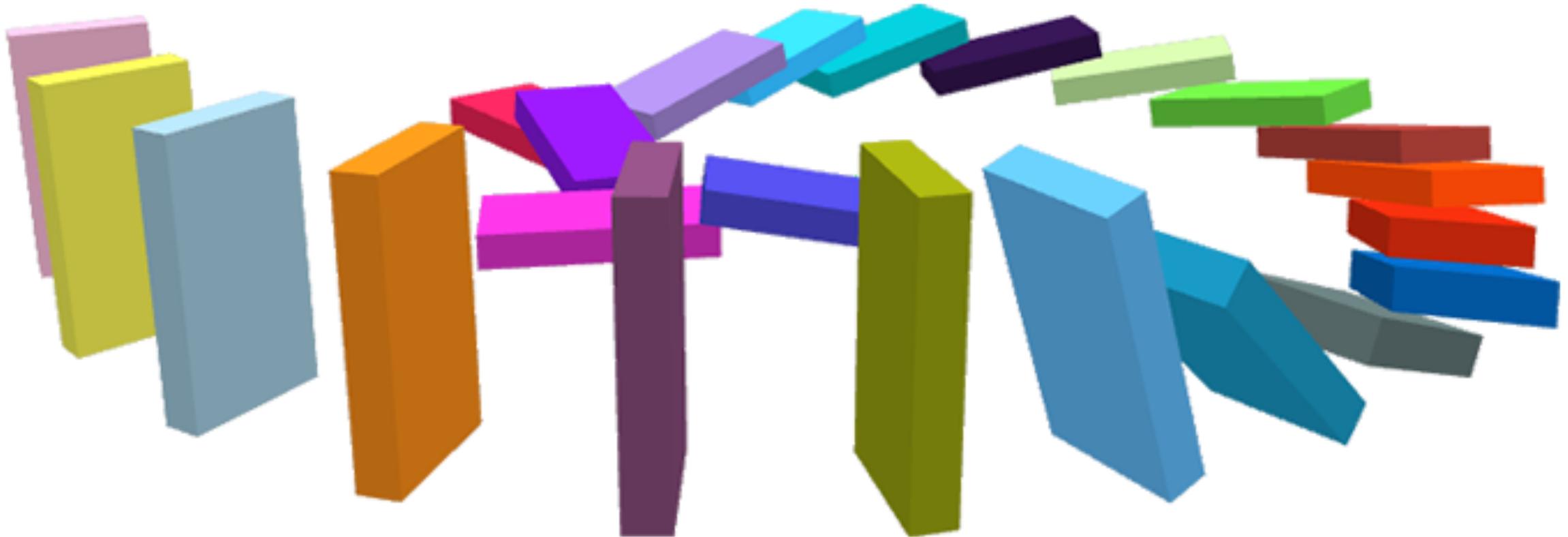


This Video: Rigid Body Simulation

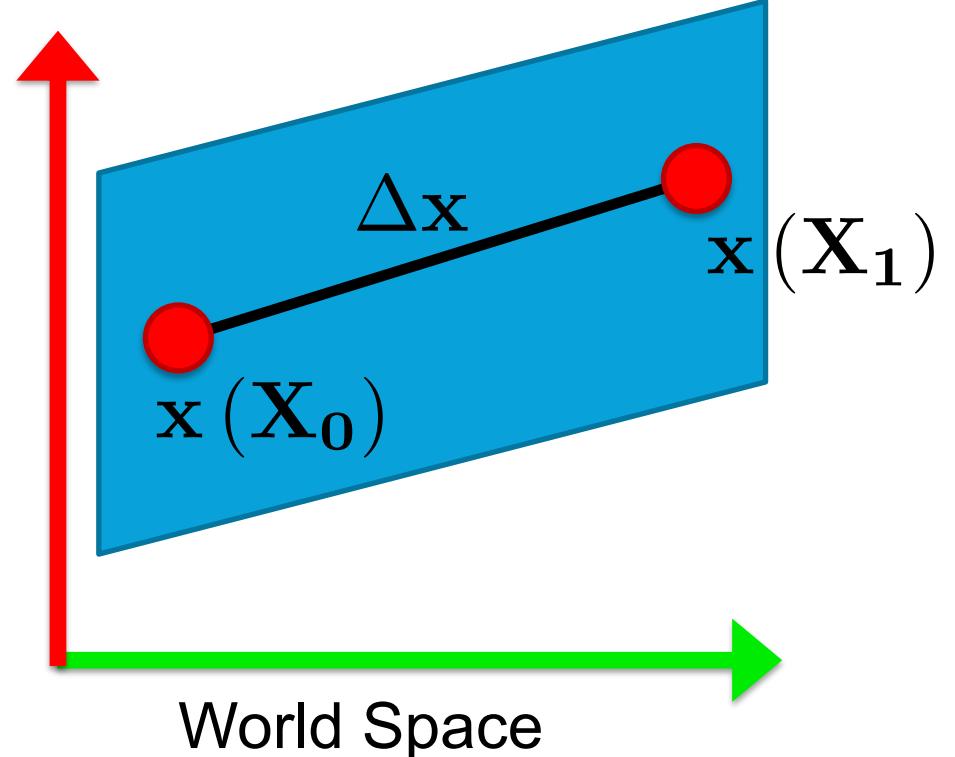
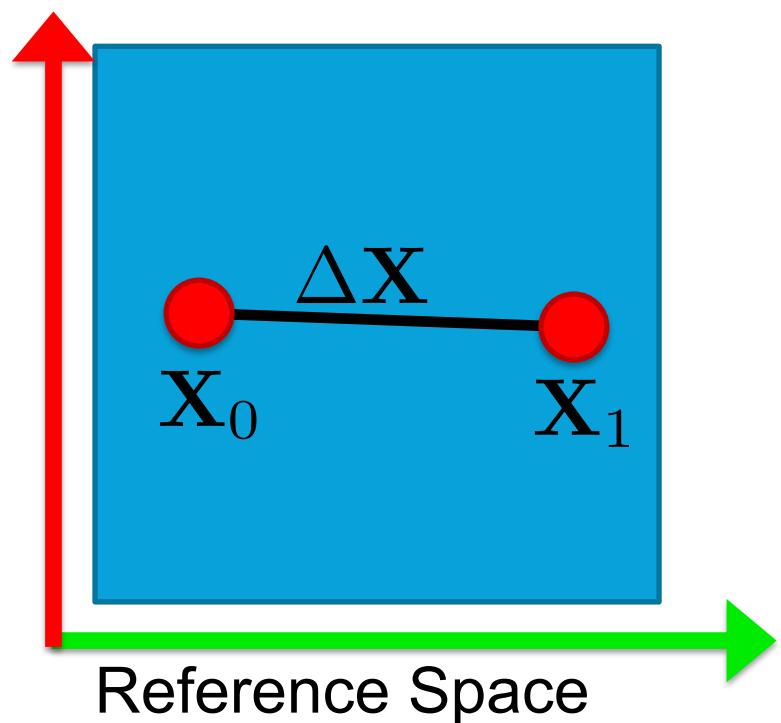




What Makes an Object Rigid ?



What Makes an Object Rigid ?



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

deformation gradient \mathbf{F}



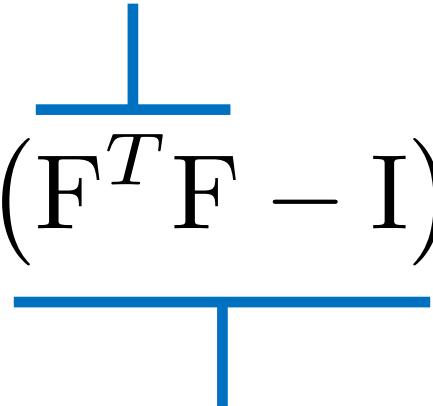
What Makes an Object Rigid ?

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

$$\Delta\mathbf{X}^T (\mathbf{F}^T \mathbf{F} - \mathbf{I}) \Delta\mathbf{X} = 0$$



Green Lagrange Strain



What Makes an Object Rigid ?

$$\Delta \mathbf{X}^T (\mathbf{F}^T \mathbf{F} - \mathbf{I}) \Delta \mathbf{X} = 0$$

Implies

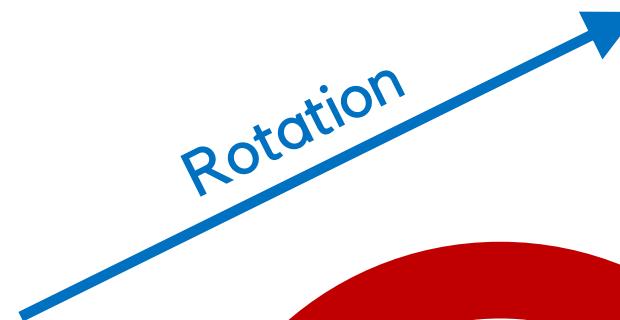
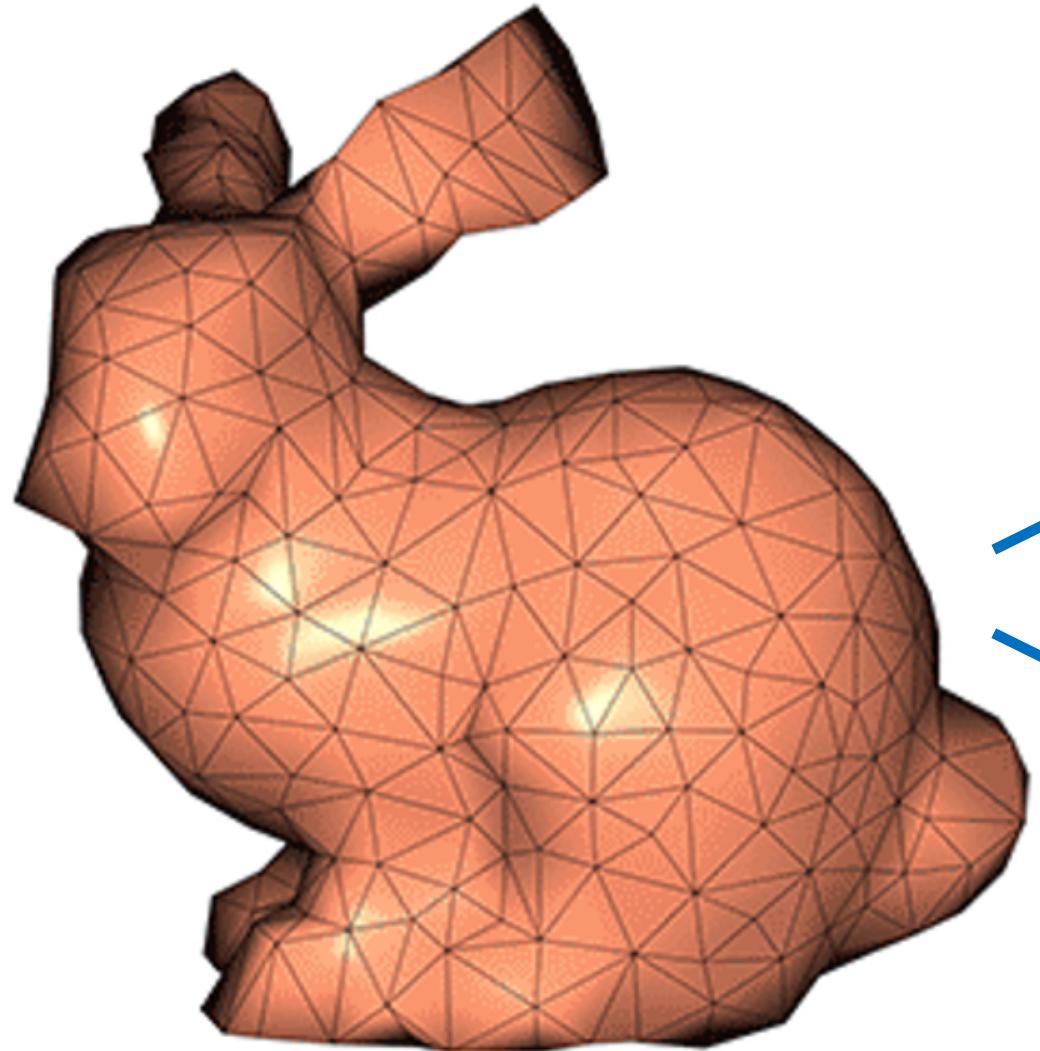
$$\mathbf{F}^T \mathbf{F} = \mathbf{I}$$

\top

Orthogonal

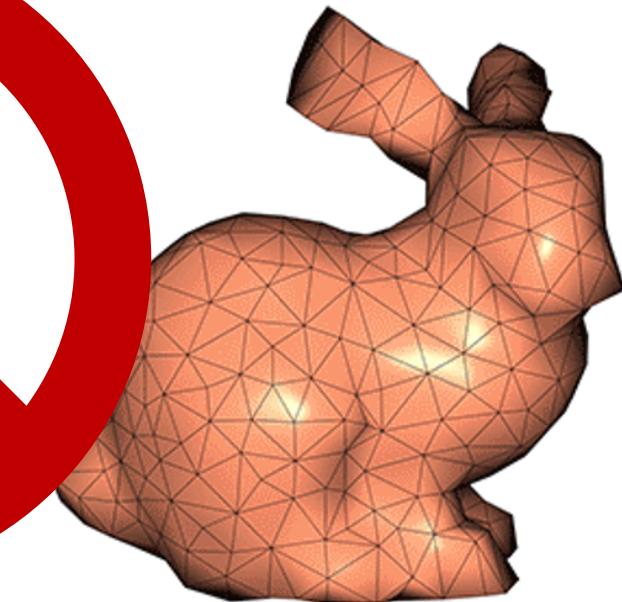
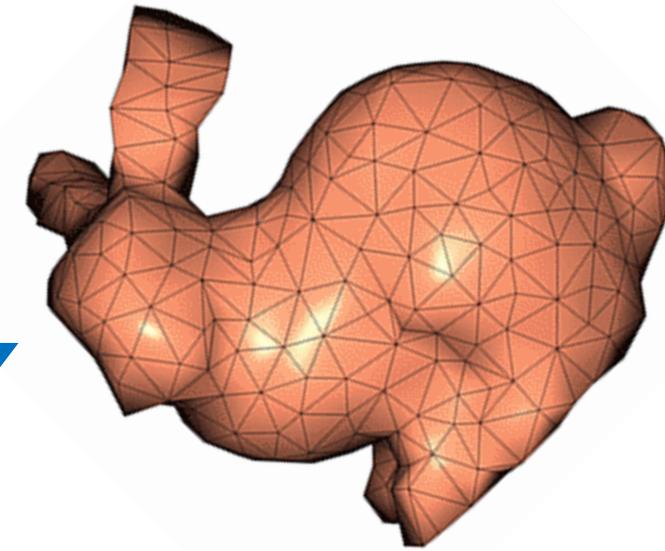


What Makes an Object Rigid ?



Rotation

Reflection



What Makes an Object Rigid ?

$$\Delta \mathbf{X}^T (\mathbf{F}^T \mathbf{F} - \mathbf{I}) \Delta \mathbf{X} = 0$$

Implies

$$\mathbf{F}^T \mathbf{F} = \mathbf{I}$$

$\underline{\mathsf{T}}$

Orthogonal

Rigid Bodies Rotate

$$\mathbf{F} \in SO(3)$$

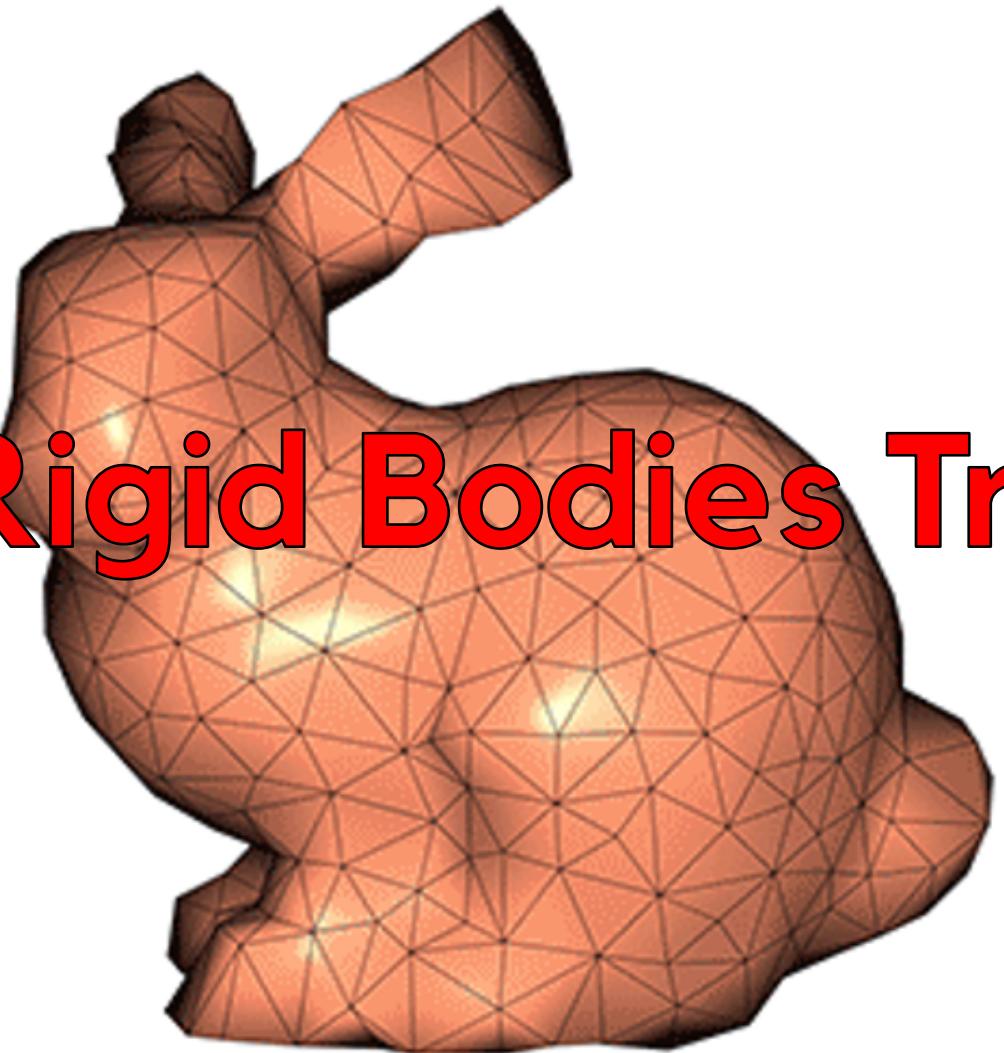
$\underline{\mathsf{T}}$

Special Orthogonal Group (Rotations) !

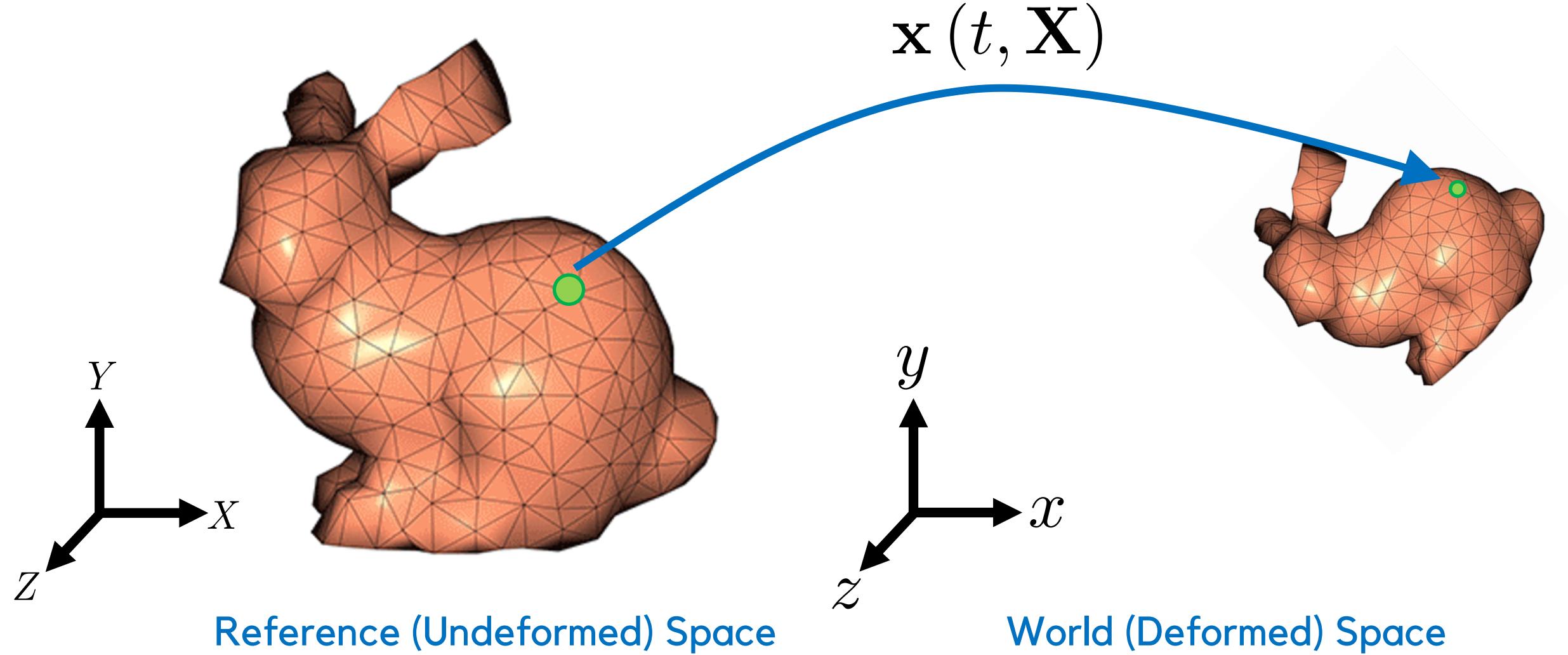


What Makes an Object Rigid ?

Rigid Bodies Translate

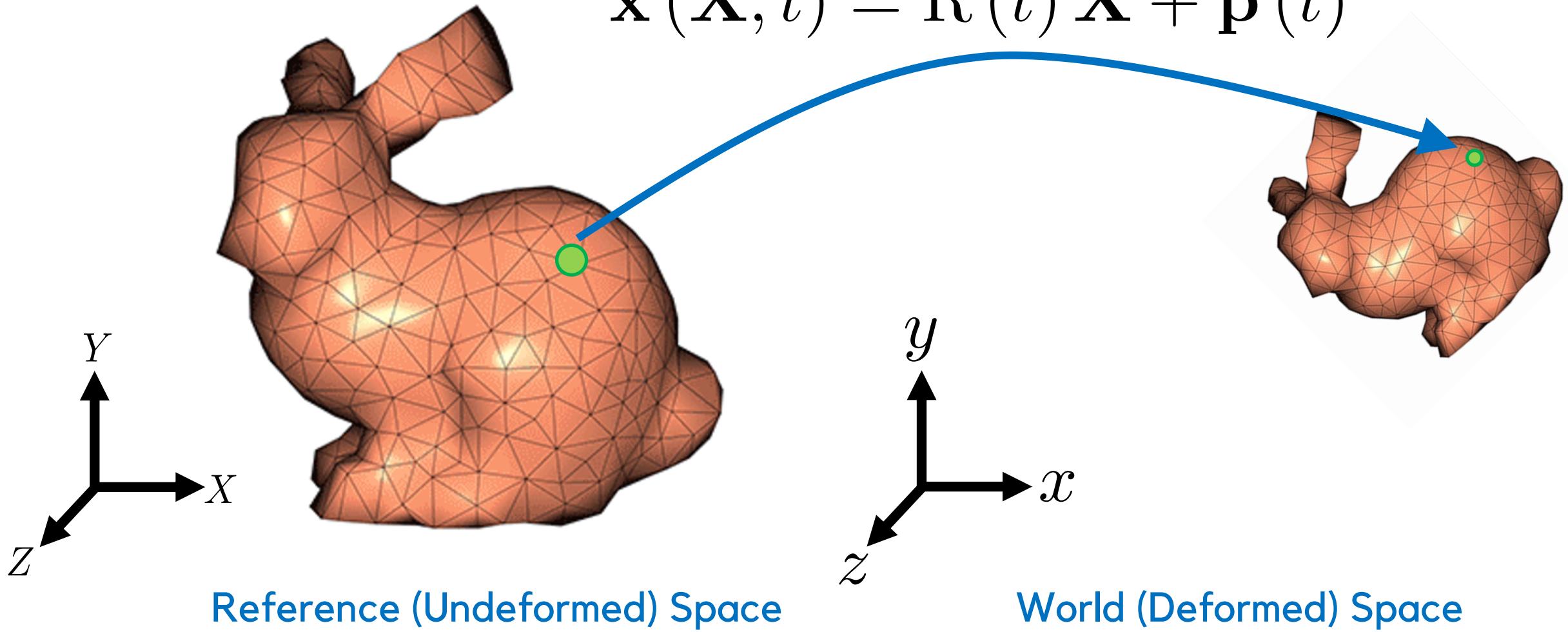


The Rigid Body Mapping

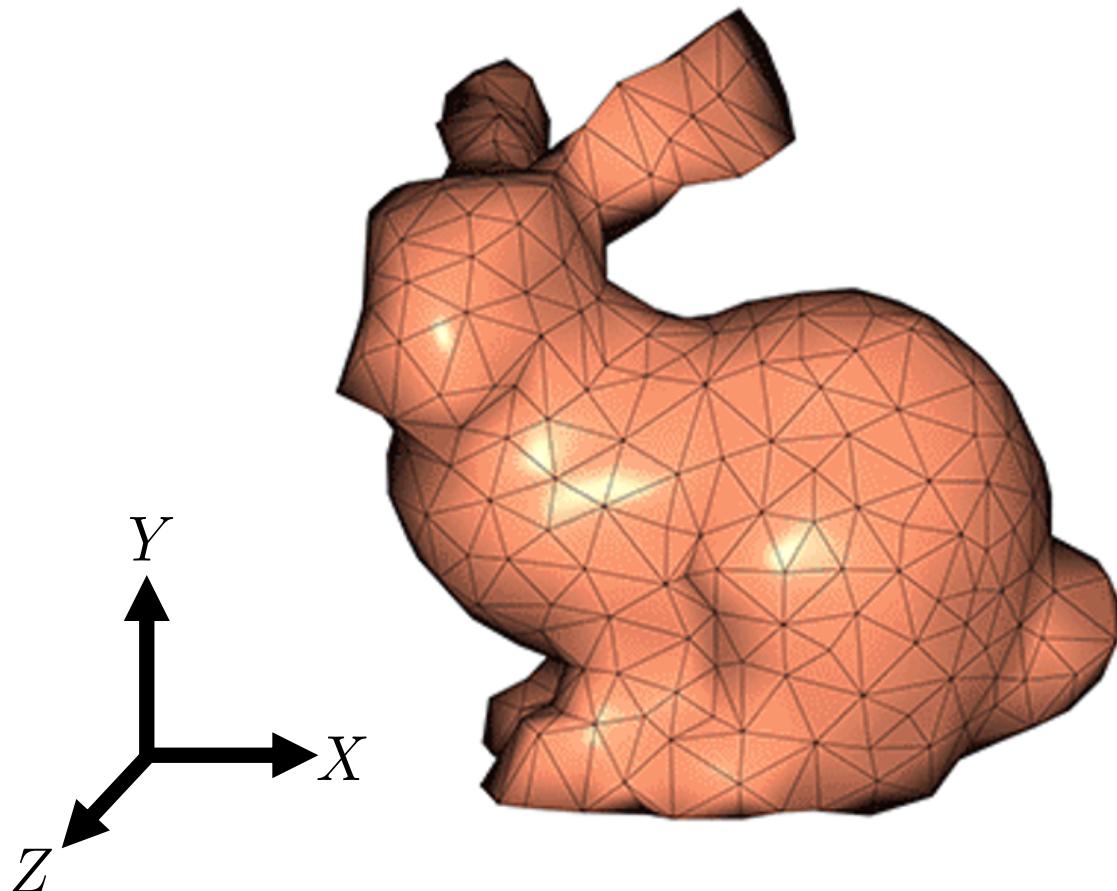


The Rigid Body Mapping

$$\mathbf{x}(\mathbf{X}, t) = \mathbf{R}(t)\mathbf{X} + \mathbf{p}(t)$$



Generalized Coordinates of a Rigid Body

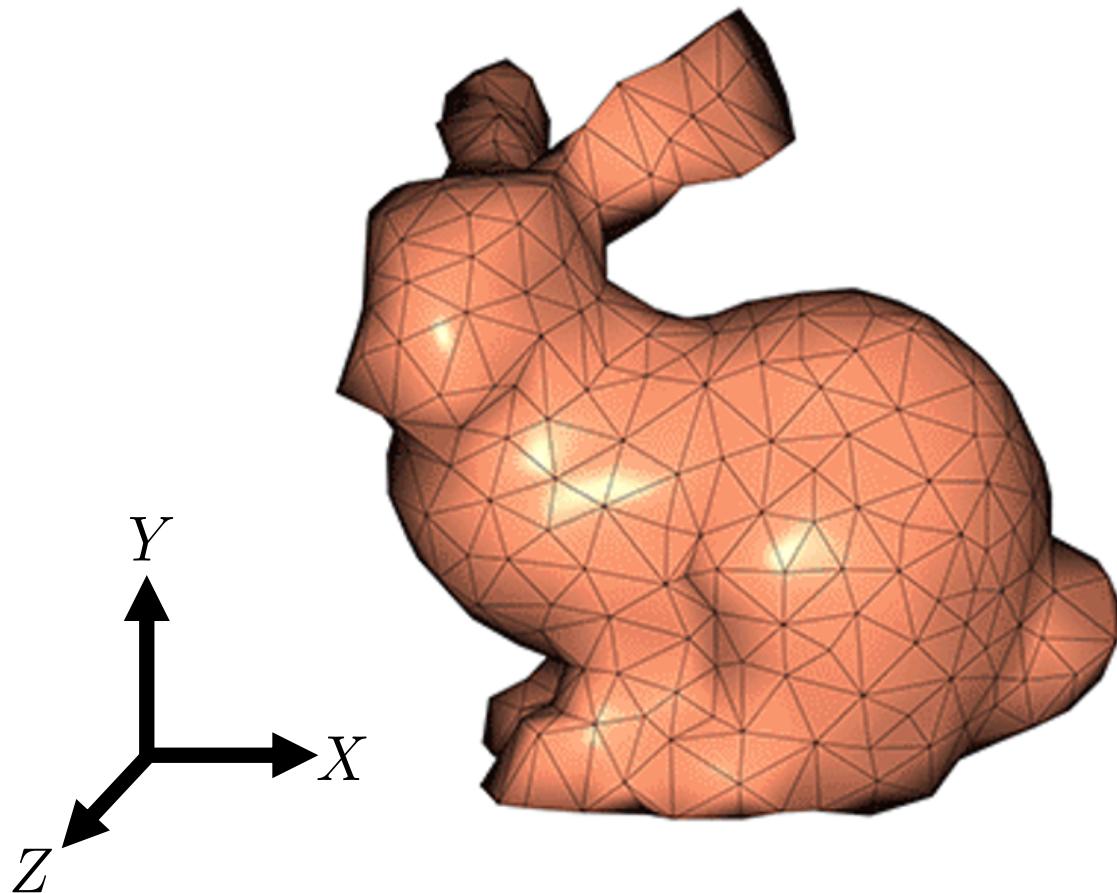


Reference (Undeformed) Space

$$\mathbf{x}(\mathbf{X}, t) = \underbrace{\mathbf{R}(t) \mathbf{X}}_{\text{Rotation Matrix } \in \mathbb{R}^{3 \times 3}} + \underbrace{\mathbf{p}(t)}_{\text{Translation } \in \mathbb{R}^{3 \times 1}}$$



Generalized Coordinates of a Rigid Body



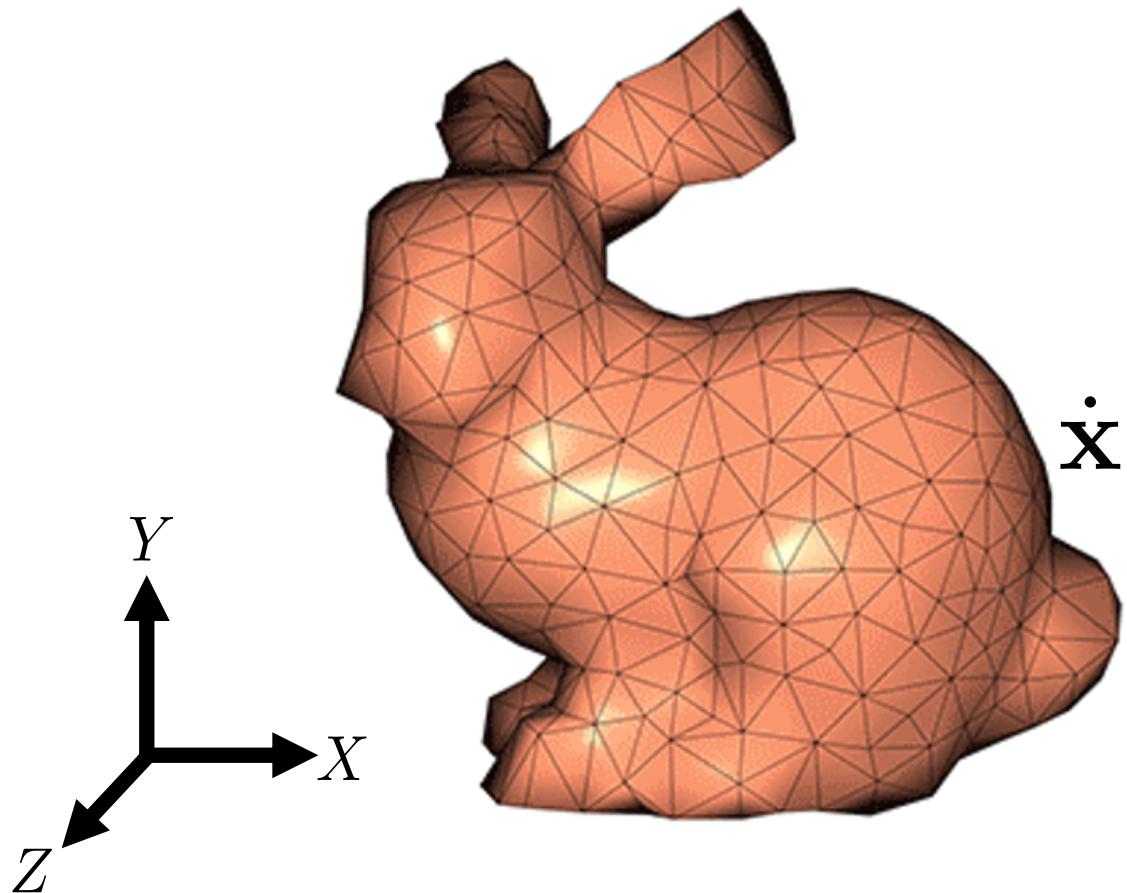
Reference (Undeformed) Space

$$\underline{\mathbf{q}} = \{\mathbf{R}, \mathbf{p}\}$$

Set with rotation and translation



Generalized Velocity of a Rigid Body



Reference (Undeformed) Space

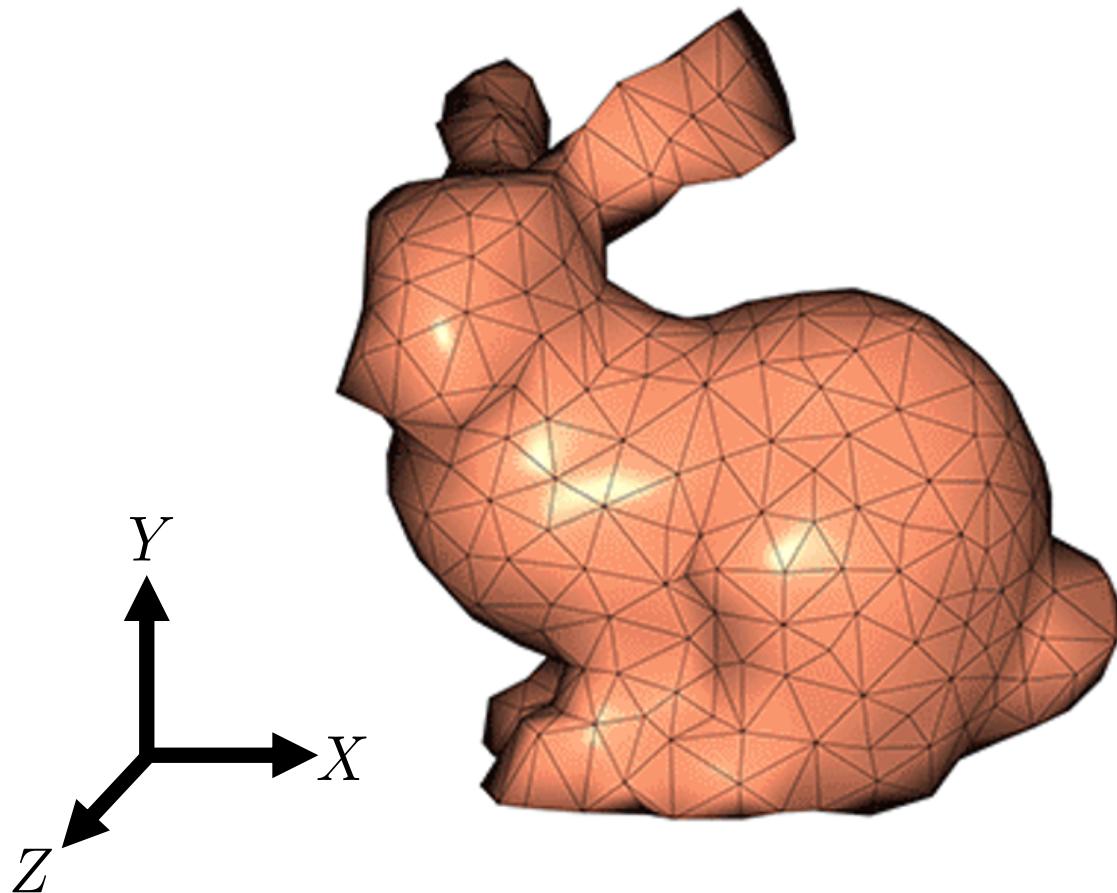
$$\dot{\mathbf{x}}(\mathbf{X}, t) = \frac{d}{dt} (\underline{\mathbf{R}(t)} \underline{\mathbf{X}} + \underline{\mathbf{p}(t)})$$

Translation $\in \mathbb{R}^{3 \times 1}$

Rotation Matrix $\in \mathbb{R}^{3 \times 3}$



Generalized Velocity of a Rigid Body



Reference (Undeformed) Space

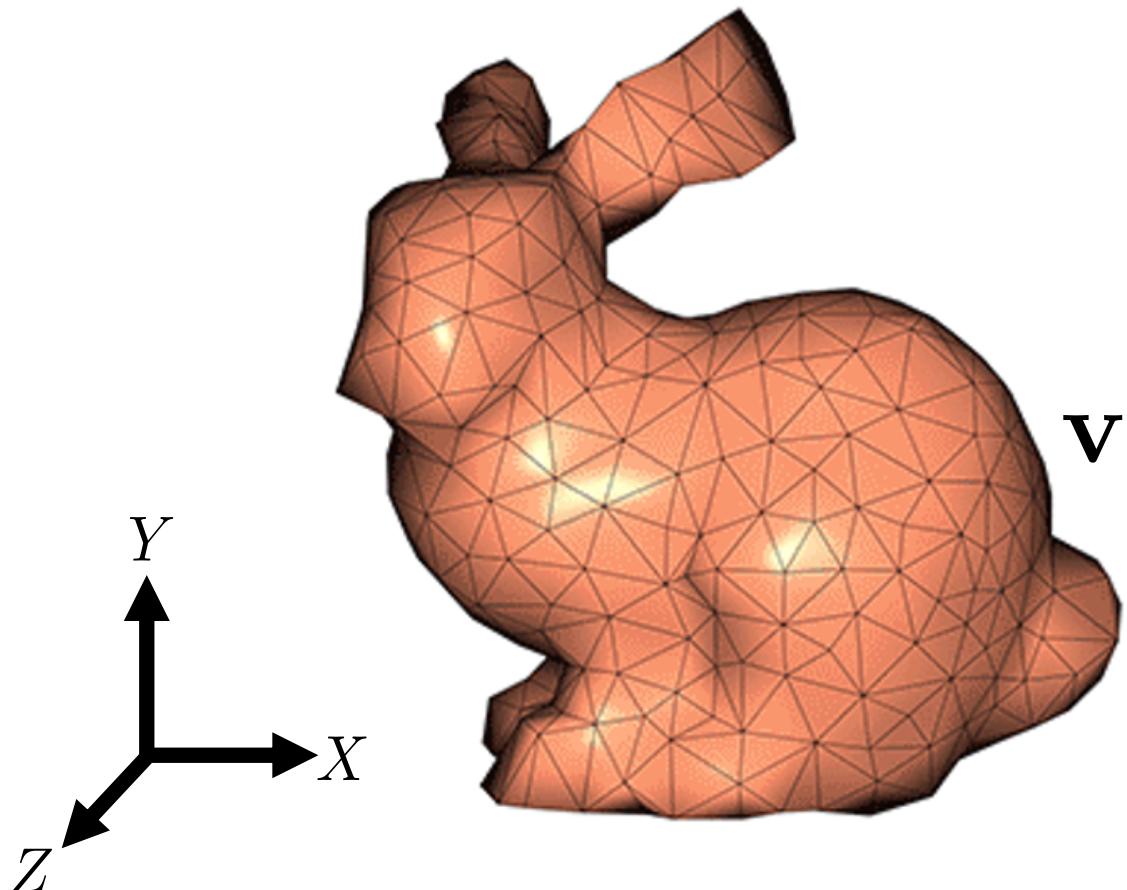
$$\dot{\mathbf{x}}(\mathbf{X}, t) = \underline{\dot{\mathbf{R}}(t)} \mathbf{X} + \underline{\dot{\mathbf{p}}(t)}$$

Time Derivative of Rotation Matrix

Linear Velocity



Generalized Velocity of a Rigid Body



Reference (Undeformed) Space

$$[\mathbf{X}] = \begin{pmatrix} 0 & -X_z & X_y \\ X_z & 0 & -X_x \\ -X_y & X_x & 0 \end{pmatrix}$$

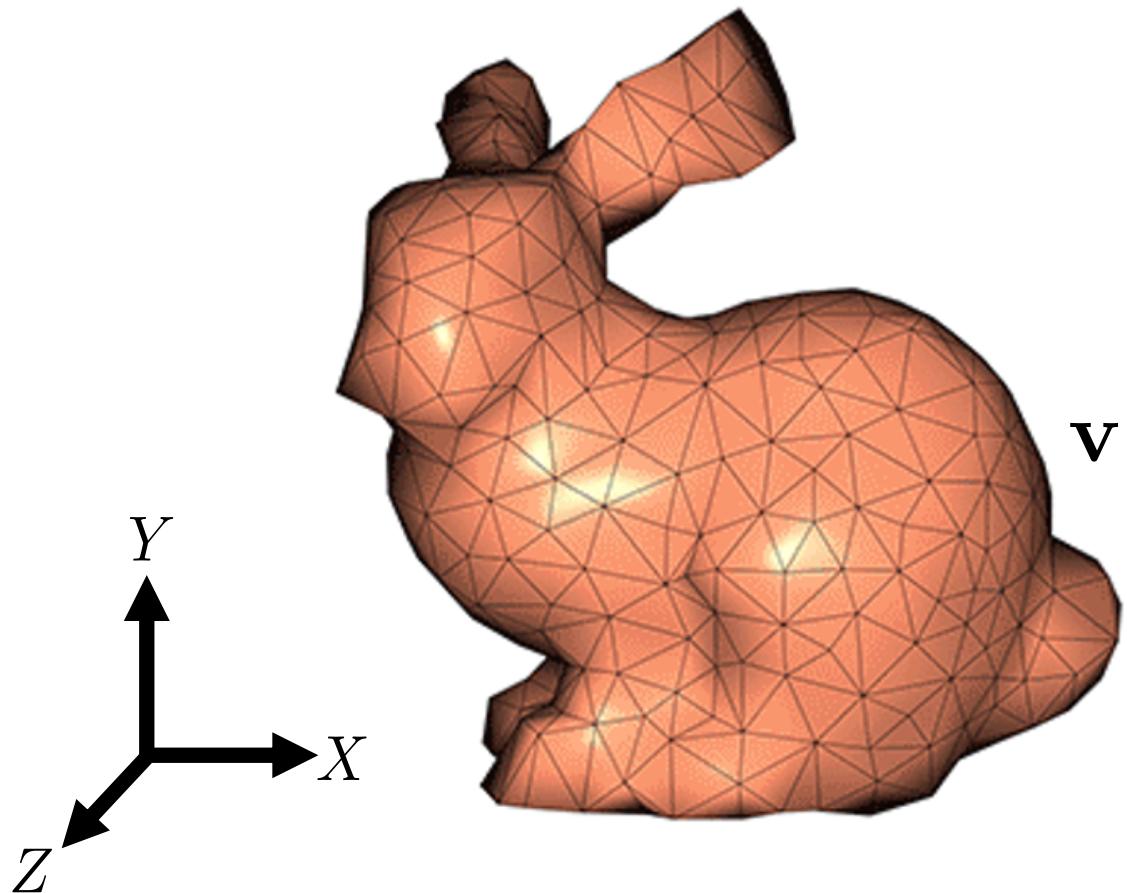
Cross Product Matrix

$$\mathbf{v}(\mathbf{X}, t) = \mathbf{R} [\mathbf{X}]^T \mathbf{R}^T \boldsymbol{\omega} + \dot{\mathbf{p}}(t)$$

$$\begin{matrix} \text{Linear Velocity} \\ \text{Angular Velocity} \in \mathbb{R}^3 \end{matrix}$$



Generalized Velocity of a Rigid Body

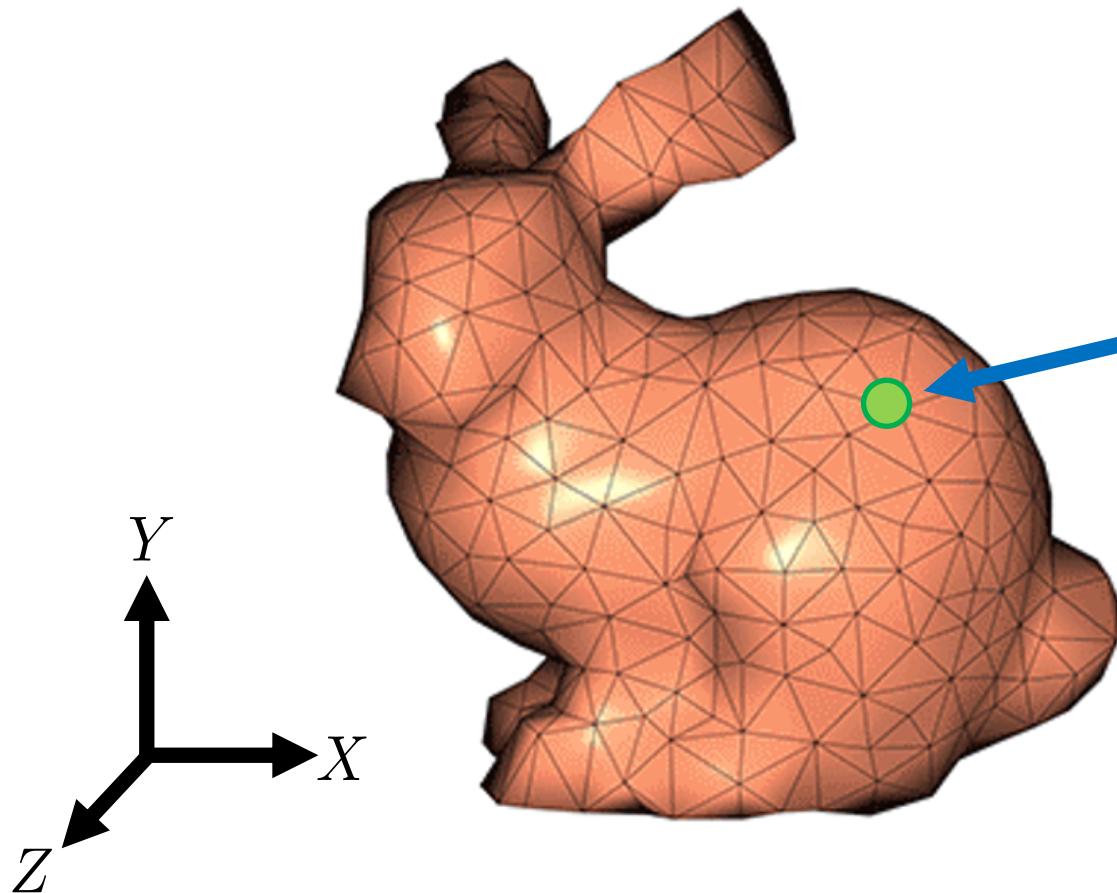


Reference (Undeformed) Space

$$\mathbf{v}(\mathbf{X}, t) = \mathbf{R} \begin{pmatrix} [\mathbf{X}]^T & \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{R}^T & \mathbf{0} \\ \mathbf{0} & \mathbf{I} \end{pmatrix} \begin{pmatrix} \boldsymbol{\omega} \\ \dot{\mathbf{p}} \end{pmatrix}$$
$$\dot{\mathbf{q}} \in \mathbb{R}^6$$



Kinetic Energy of a Rigid Body



Reference (Undeformed) Space

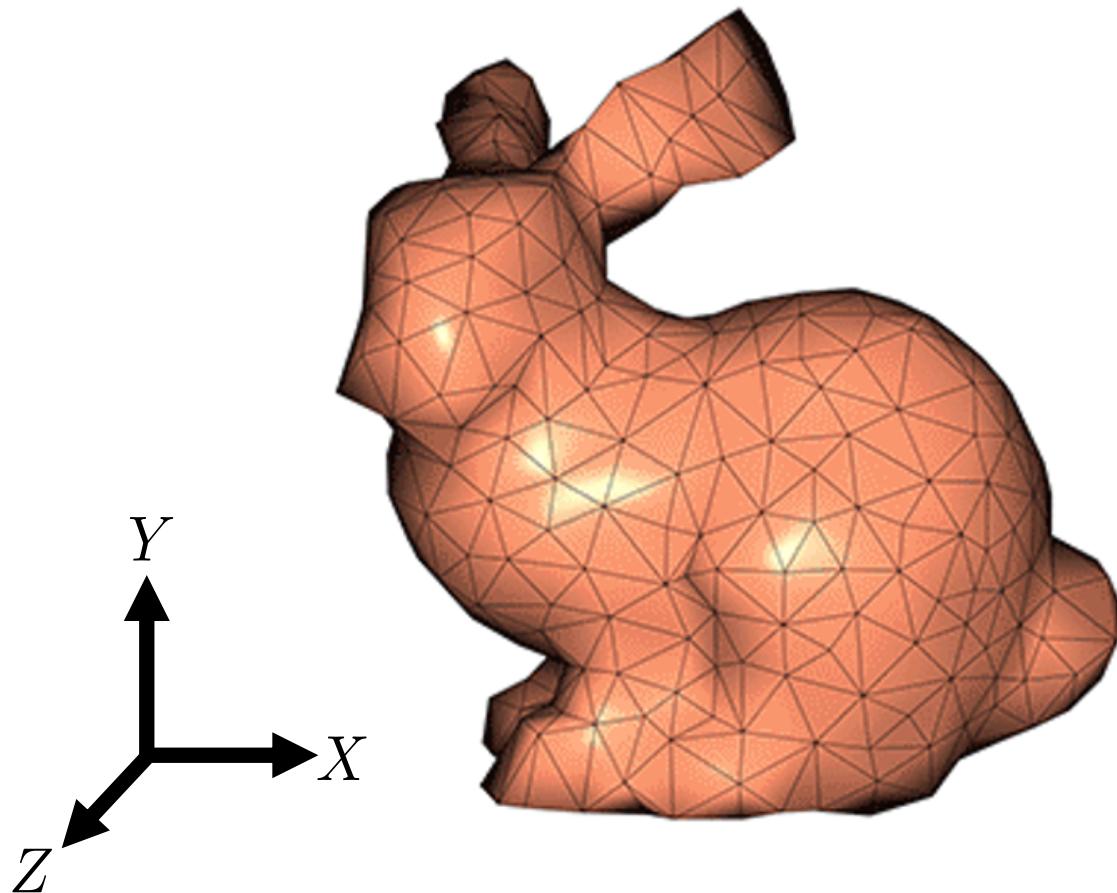
infinitesimal volume

$$\frac{1}{2} \rho \| \mathbf{v}(\mathbf{X}) \|_2^2 d\Omega$$

density ($\frac{kg}{m^3}$)



Kinetic Energy of a Rigid Body



Reference (Undeformed) Space

$$\frac{1}{2} \int_{\Omega} \rho \|\mathbf{v}(\mathbf{X})\|_2^2 d\Omega$$

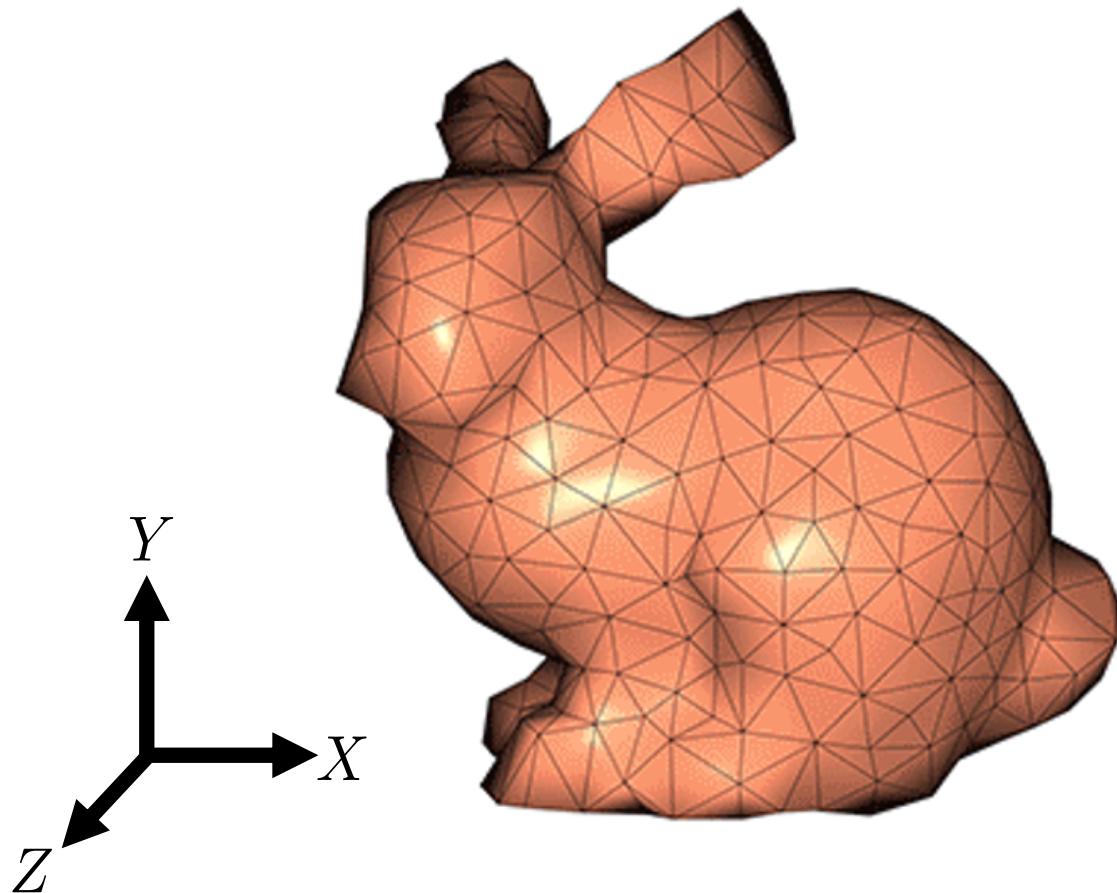
T

infinitesimal volume

entire rigid body



Kinetic Energy of a Rigid Body



Reference (Undeformed) Space

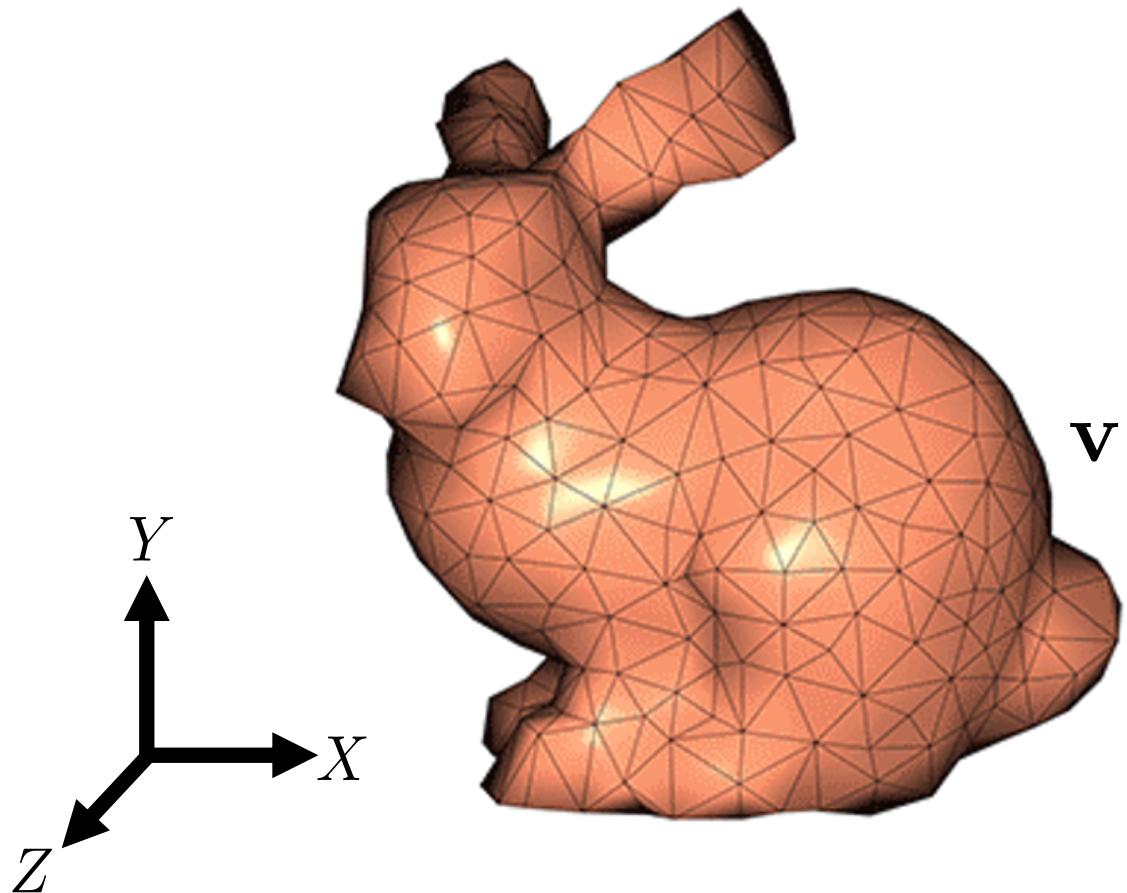
$$\frac{1}{2} \int_{\Omega} \rho \mathbf{v}^T \mathbf{v} d\Omega$$

T

entire rigid body



Generalized Velocity of a Rigid Body

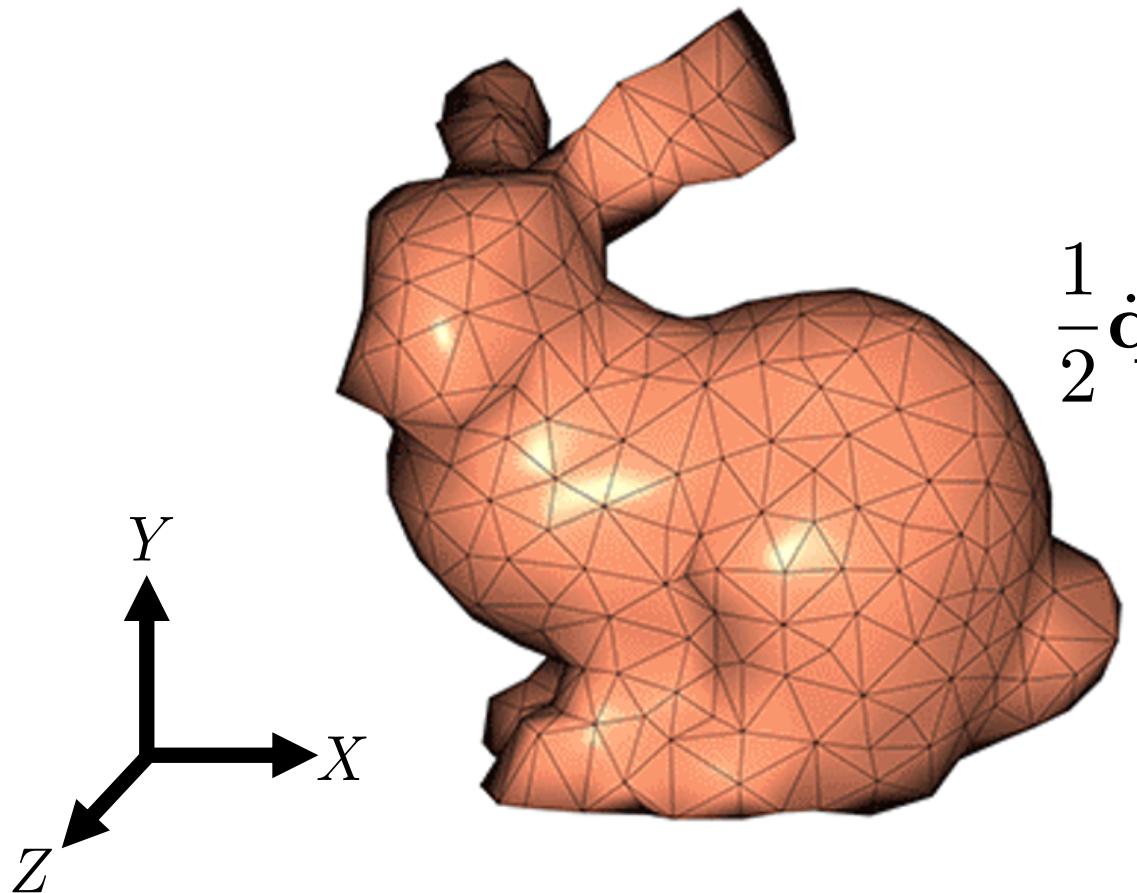


Reference (Undeformed) Space

$$\mathbf{v}(\mathbf{X}, t) = \mathbf{R} \begin{pmatrix} [\mathbf{X}]^T & \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{R}^T & \mathbf{0} \\ \mathbf{0} & \mathbf{I} \end{pmatrix} \begin{pmatrix} \boldsymbol{\omega} \\ \dot{\mathbf{p}} \end{pmatrix}$$
$$\dot{\mathbf{q}} \in \mathbb{R}^6$$



Kinetic Energy of a Rigid Body



Reference (Undeformed) Space

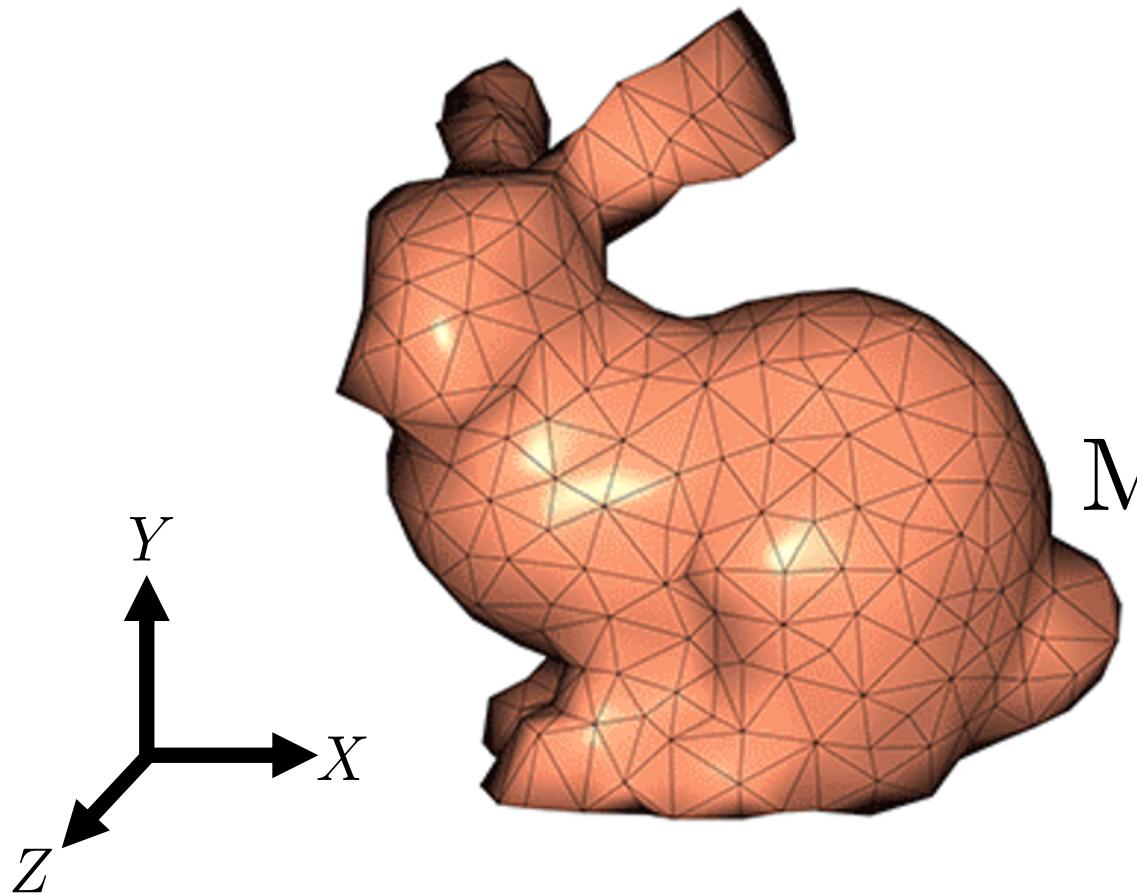
$$\frac{1}{2} \dot{\mathbf{q}}^T \mathbf{A}^T \left(\int_{\Omega} \rho \begin{pmatrix} [\mathbf{X}] & [\mathbf{X}]^T & [\mathbf{X}] \\ & [\mathbf{X}]^T & \mathbf{I} \end{pmatrix} d\Omega \right) \mathbf{A} \dot{\mathbf{q}}$$

Mass Matrix \mathbf{M}

\mathbf{M}_0

$$\begin{pmatrix} \mathbf{R}^T & 0 \\ 0 & \mathbf{I} \end{pmatrix} \begin{pmatrix} \omega \\ \dot{\phi} \end{pmatrix}$$

Kinetic Energy of a Rigid Body

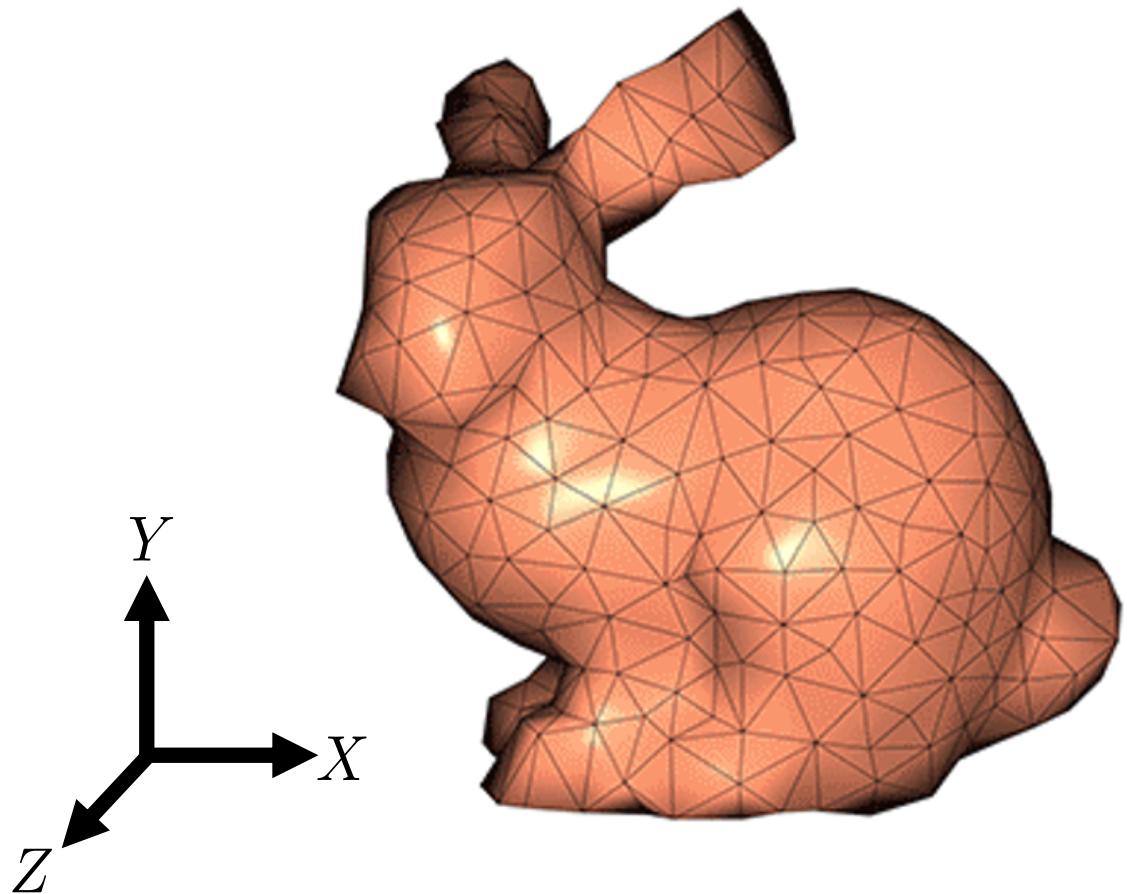


Reference (Undeformed) Space

$$M_0 = \int_{\Omega} \rho \begin{pmatrix} [\mathbf{X}] [\mathbf{X}]^T & [\mathbf{X}] \\ [\mathbf{X}]^T & I \end{pmatrix} d\Omega$$



Aside: The Center-of-Mass



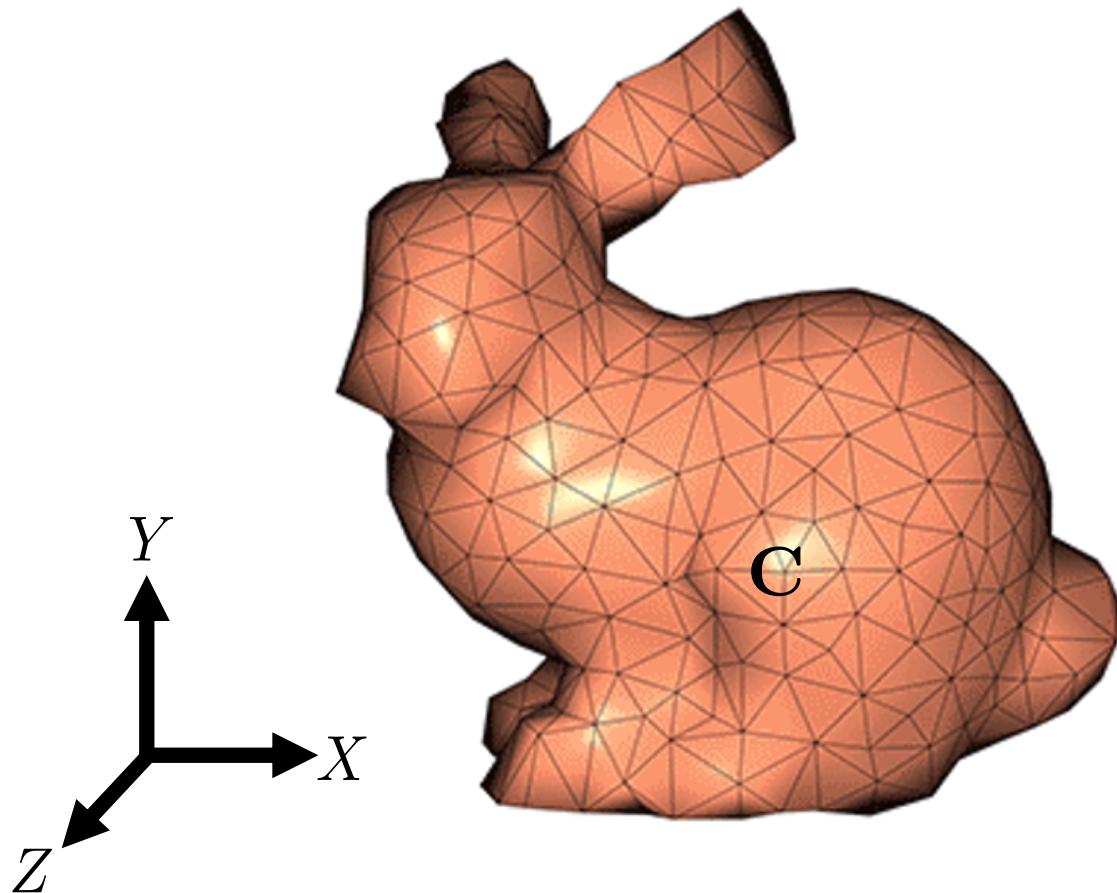
$$\mathbf{C} = \frac{1}{m} \int_{\Omega} \rho \mathbf{X} d\Omega$$

$$m = \int_{\Omega} \rho d\Omega$$

mass of object



Center-of-Mass Coordinate System



Reference (Undeformed) Space

$$\mathbf{C} = \frac{1}{m} \int_{\Omega} \rho \mathbf{X} d\Omega$$

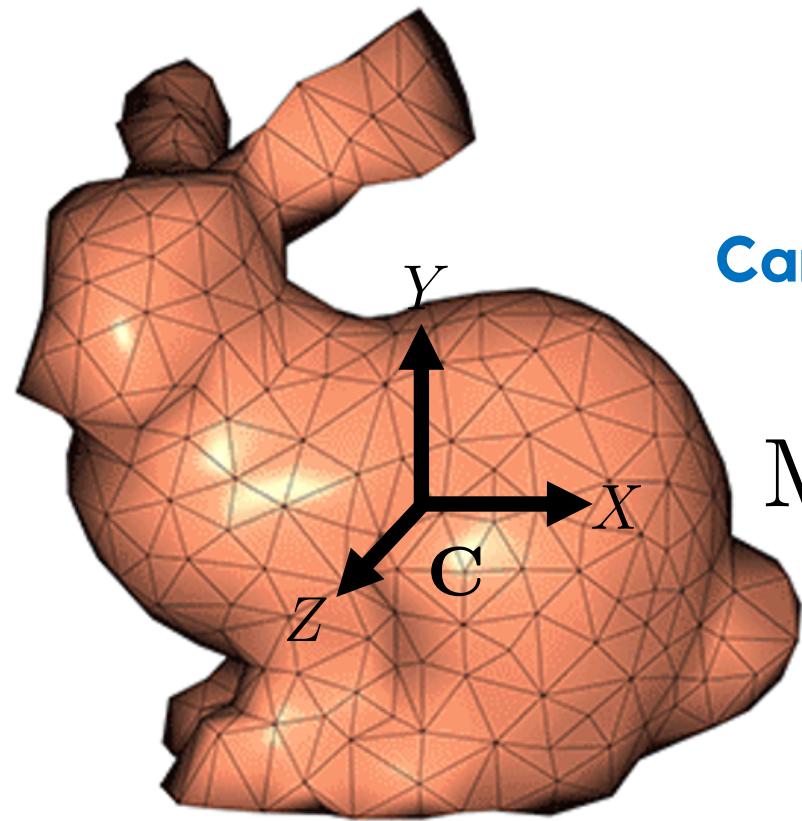
$$\bar{\mathbf{X}} = \mathbf{X} - \mathbf{C}$$

$$m = \int_{\Omega} \rho d\Omega$$

mass of object



Kinetic Energy of a Rigid Body



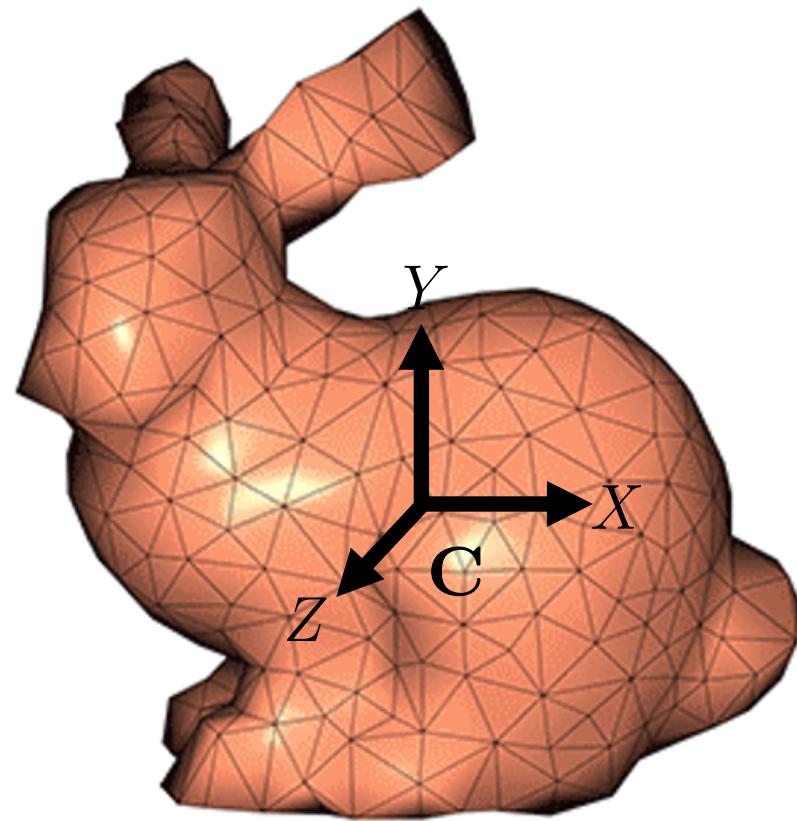
Can Integrate in any Reference Space we Want

$$M_0 = \int_{\Omega} \rho \begin{pmatrix} [\bar{\mathbf{X}}] [\bar{\mathbf{X}}]^T & [\bar{\mathbf{X}}] \\ [\bar{\mathbf{X}}]^T & I \end{pmatrix} d\Omega$$

Reference (Undeformed) Space



Kinetic Energy of a Rigid Body



Reference (Undeformed) Space

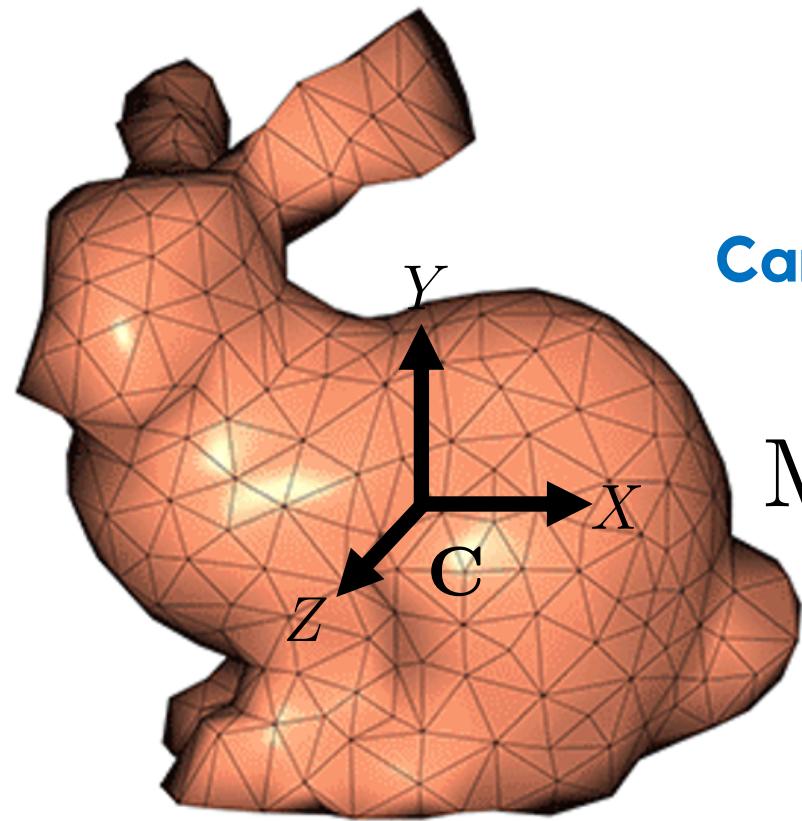
$$\int_{\Omega} \rho [\bar{\mathbf{X}}] d\Omega$$

$$= \int_{\Omega} \rho [\mathbf{X} - \mathbf{C}] d\Omega$$

$$= \int_{\Omega} \rho [\mathbf{X}] d\Omega - \int_{\Omega} \rho [\mathbf{C}] d\Omega$$

$$= \int_{\Omega} \rho [\mathbf{X}] d\Omega - m [\mathbf{C}] = 0$$

Kinetic Energy of a Rigid Body



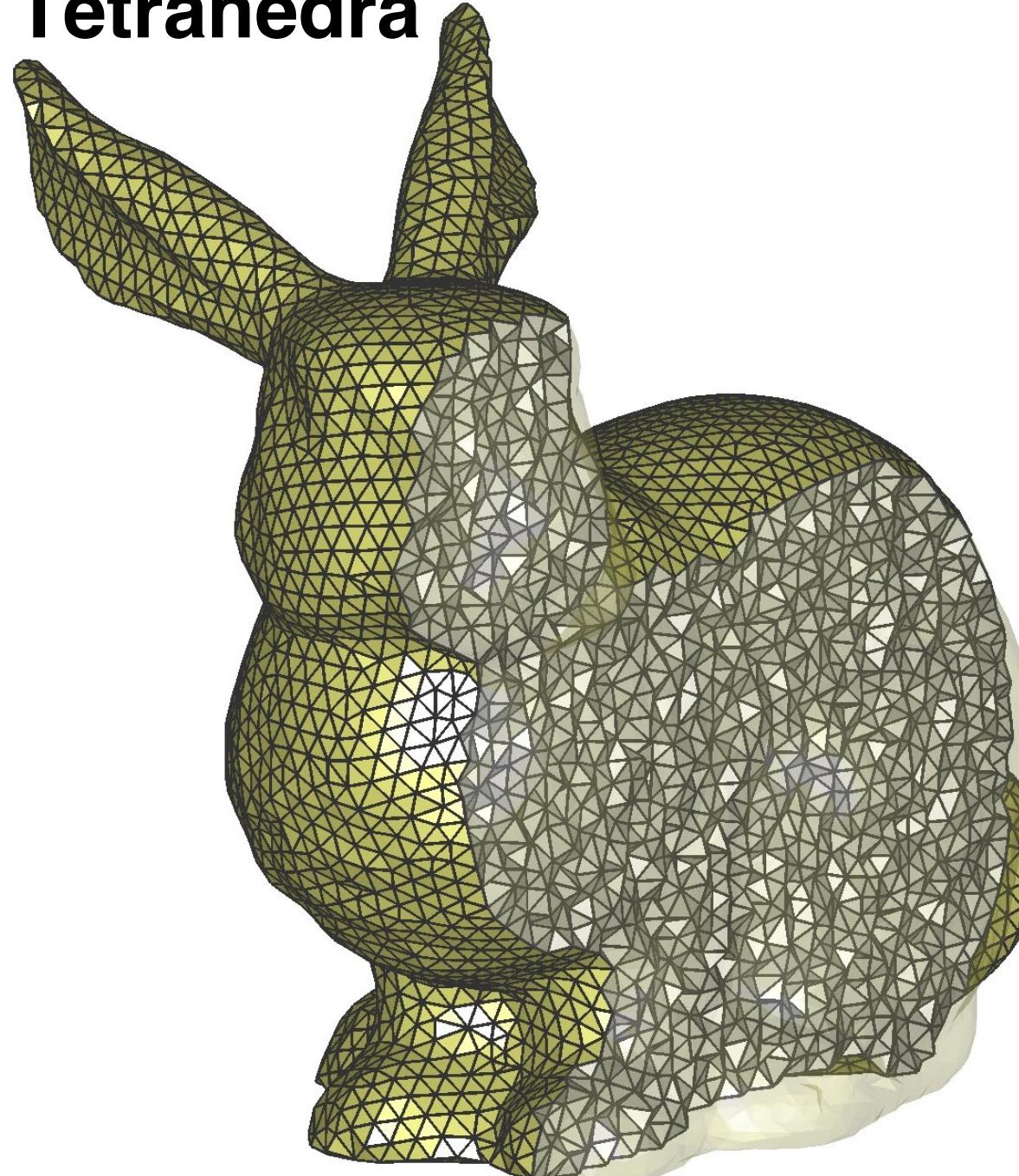
Can Integrate in any Reference Space we Want

$$M_0 = \int_{\Omega} \rho \begin{pmatrix} [\bar{\mathbf{X}}] [\bar{\mathbf{X}}]^T & 0 \\ 0 & I \end{pmatrix} d\Omega$$

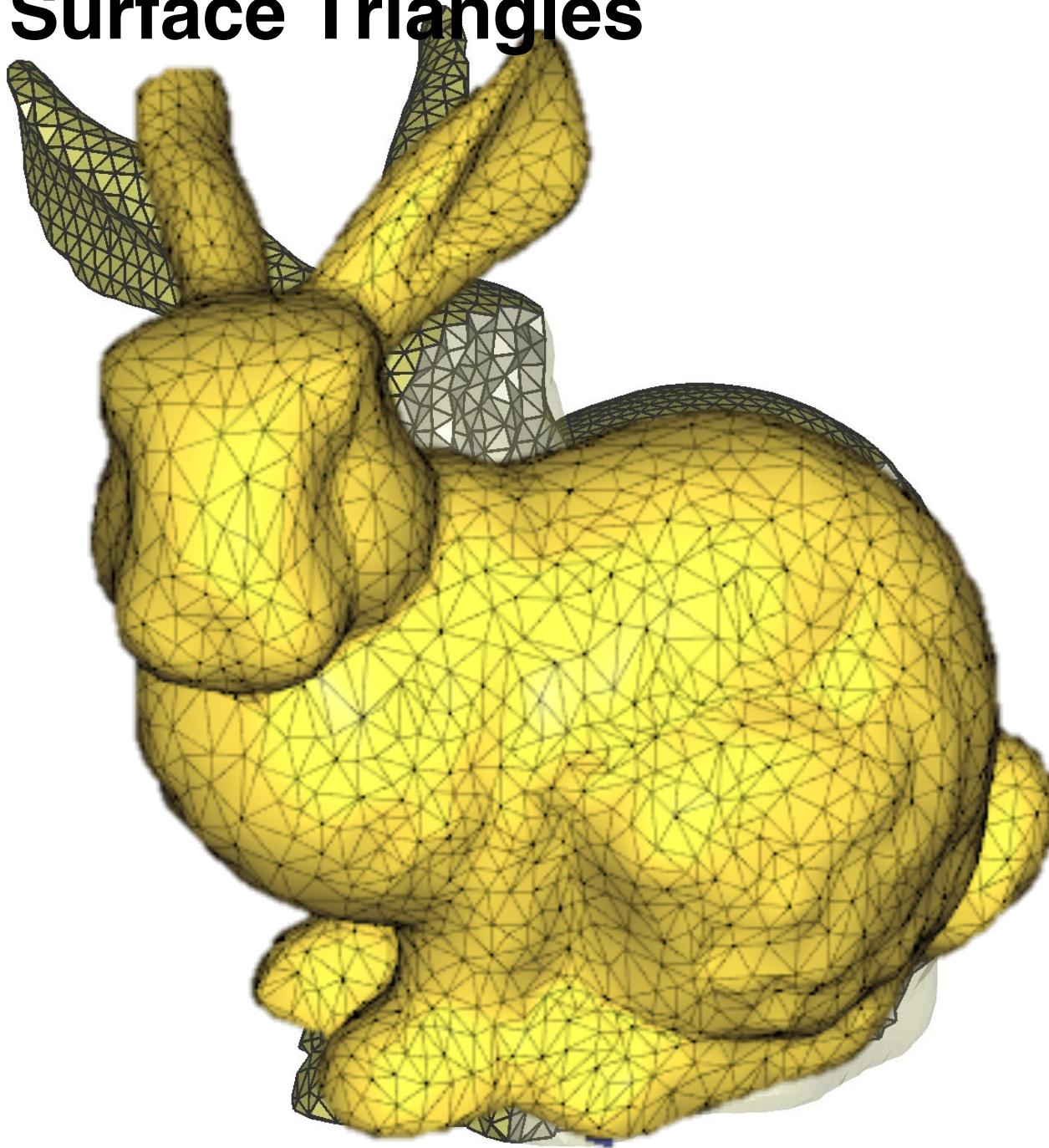
Reference (Undeformed) Space



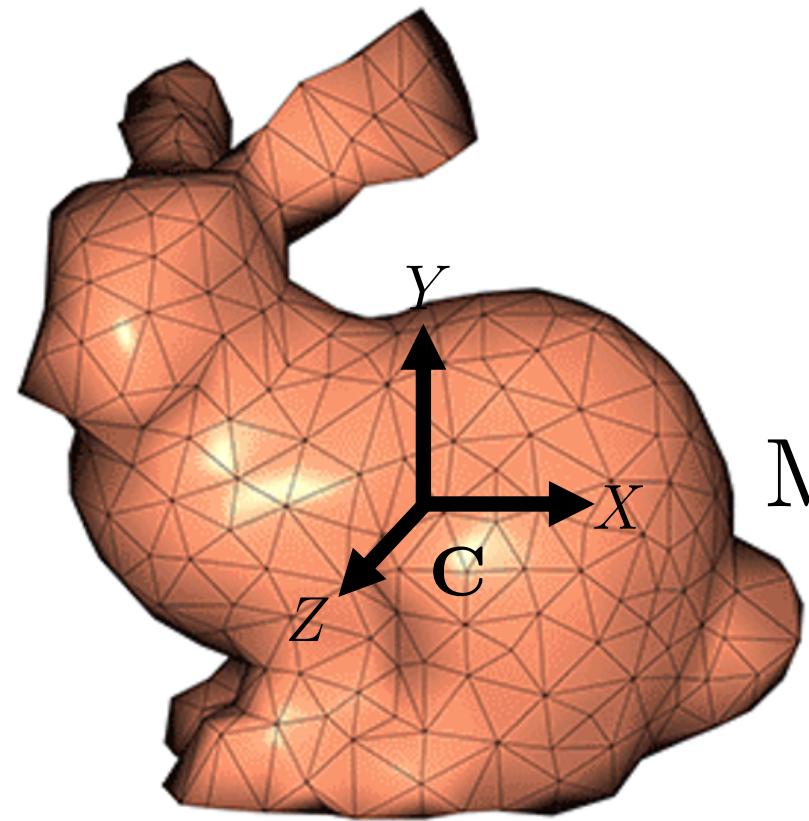
Integrate over Tetrahedra



Integrate over Surface Triangles



Integrate over Surface Triangles

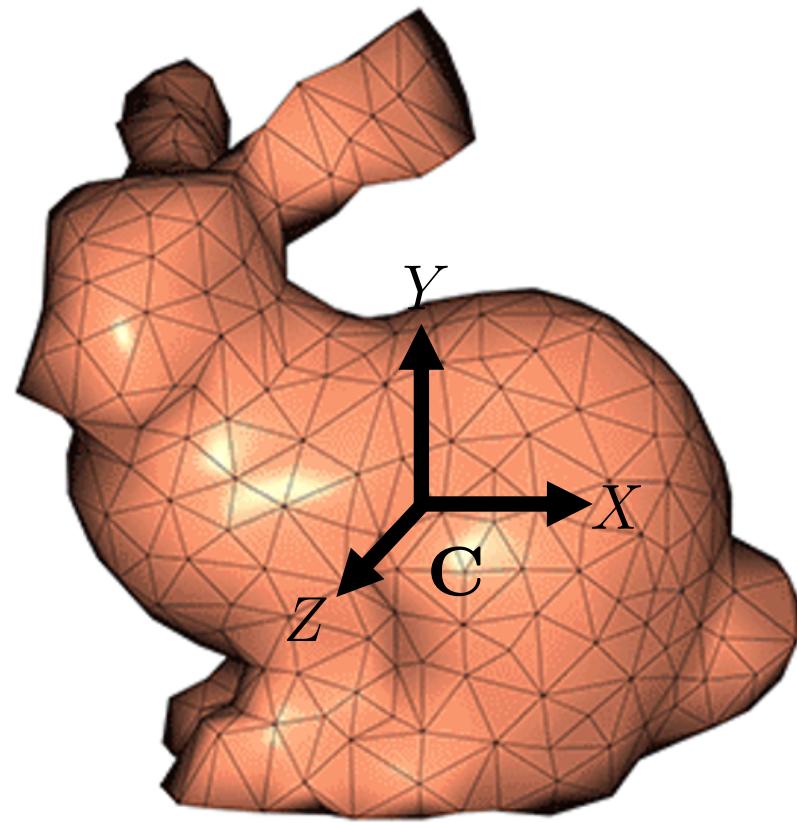


$$M_0 = \int_{\Omega} \rho \begin{pmatrix} [\bar{\mathbf{X}}] [\bar{\mathbf{X}}]^T & \mathbf{0} \\ \mathbf{0} & I \end{pmatrix} d\Omega$$

Reference (Undeformed) Space



Aside: Divergence Theorem



Reference (Undeformed) Space

$$\int_{\Omega} \nabla \cdot \underline{f}(\bar{\mathbf{X}}) d\Omega = \int_{\Gamma} f(\bar{\mathbf{X}}) \cdot \underline{n} d\Gamma$$

volume integral

surface normal

surface integral



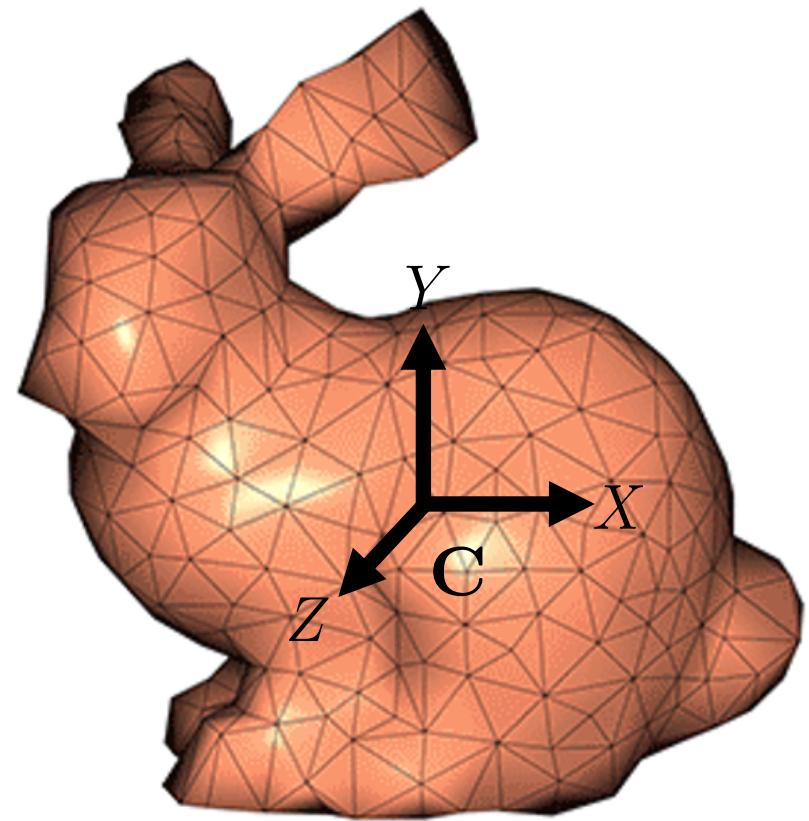
Integrate over Surface Triangles

$$\int_{\Omega} \rho \begin{pmatrix} \bar{X}_y^2 + \bar{X}_z^2 & -\bar{X}_x \bar{X}_y & -\bar{X}_x \bar{X}_z & 0 & 0 & 0 \\ -\bar{X}_x \bar{X}_y & \bar{X}_x^2 + \bar{X}_z^2 & -\bar{X}_y \bar{X}_z & 0 & 0 & 0 \\ -\bar{X}_x \bar{X}_z & -\bar{X}_y \bar{X}_z & \bar{X}_x^2 + \bar{X}_y^2 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} d\Omega$$

terms are all polynomials in reference space



Integrate over Surface Triangles



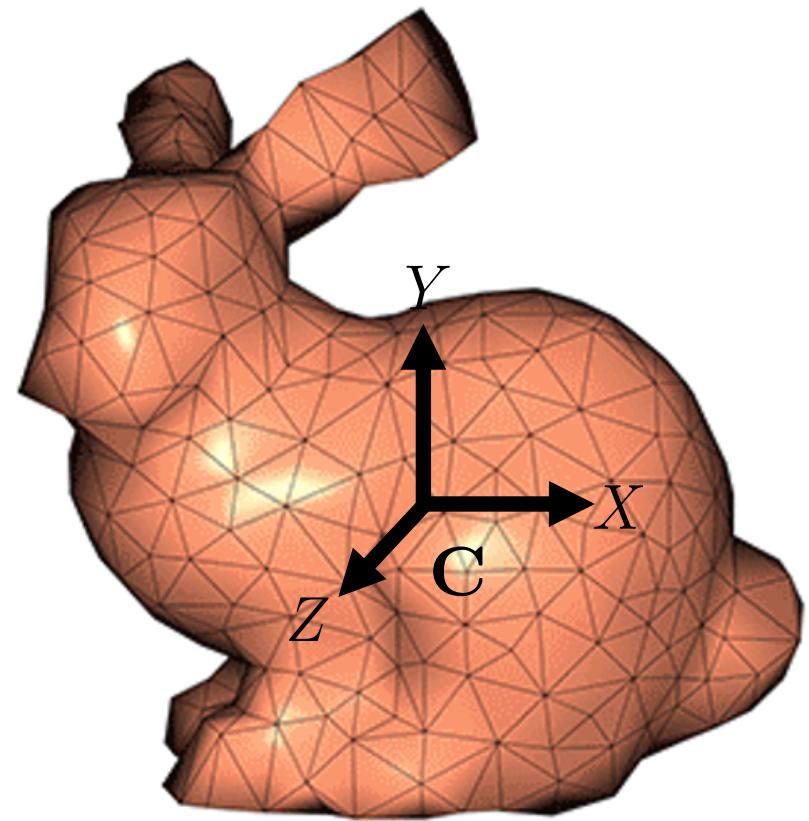
Reference (Undeformed) Space

Express using divergence

$$\int_{\Omega} \rho \cdot 1 \, d\Omega = \int_{\Omega} \nabla \cdot \begin{pmatrix} \rho \bar{X}_x \\ 0 \\ 0 \end{pmatrix} \, d\Omega$$



Integrate over Surface Triangles



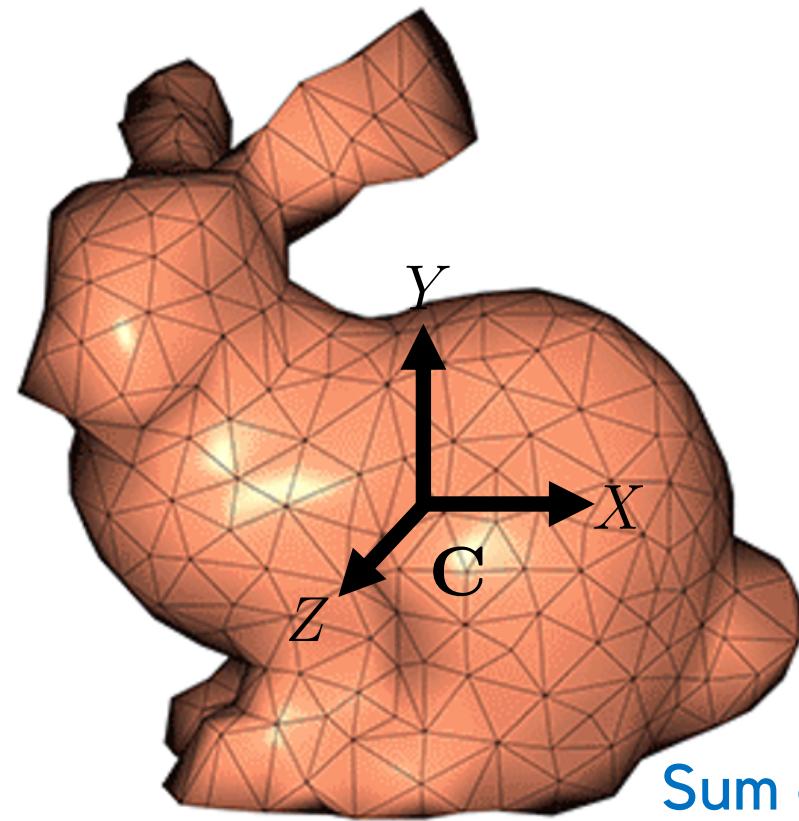
Reference (Undeformed) Space

Divergence Theorem

$$\int_{\Omega} \rho \cdot \mathbf{1} \, d\Omega = \int_{\Gamma} \begin{pmatrix} \rho \bar{\mathbf{x}}_x \\ 0 \\ 0 \end{pmatrix} \cdot \mathbf{N} \, d\Gamma$$



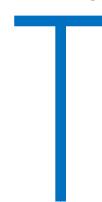
Integrate over Surface Triangles



Sum over triangles

Integrate over triangle

$$\sum_{j=0}^{m-1} \int_{\Gamma_j} \begin{pmatrix} \rho \bar{\mathbf{X}}_x \\ 0 \\ 0 \end{pmatrix} \cdot \mathbf{N}_j d\Gamma_j$$

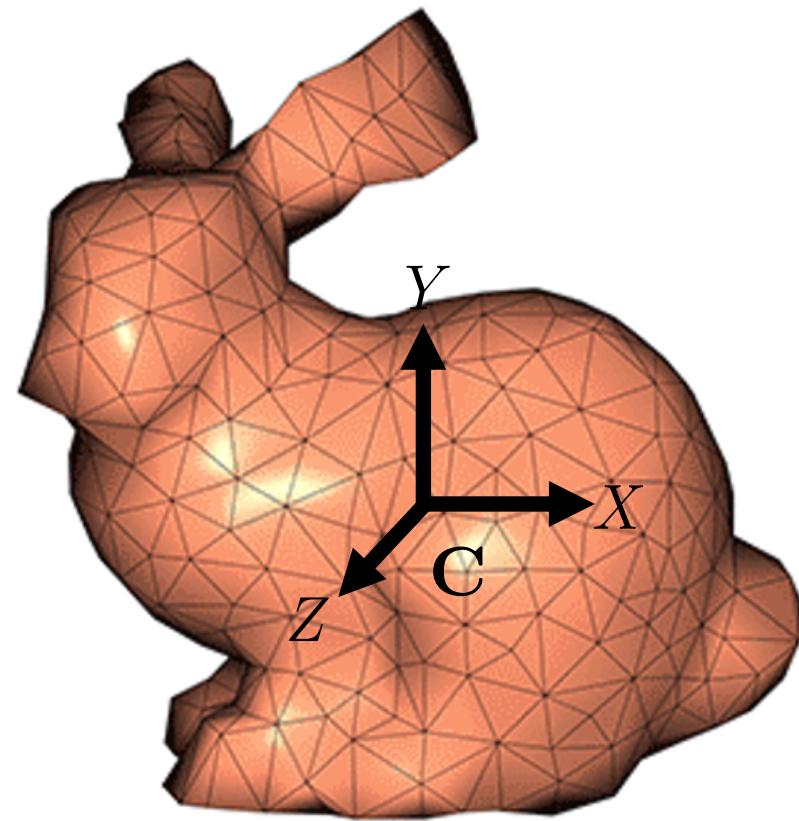


triangle normal

Reference (Undeformed) Space



Integrate over Surface Triangles



Reference (Undeformed) Space

Integrate over triangle

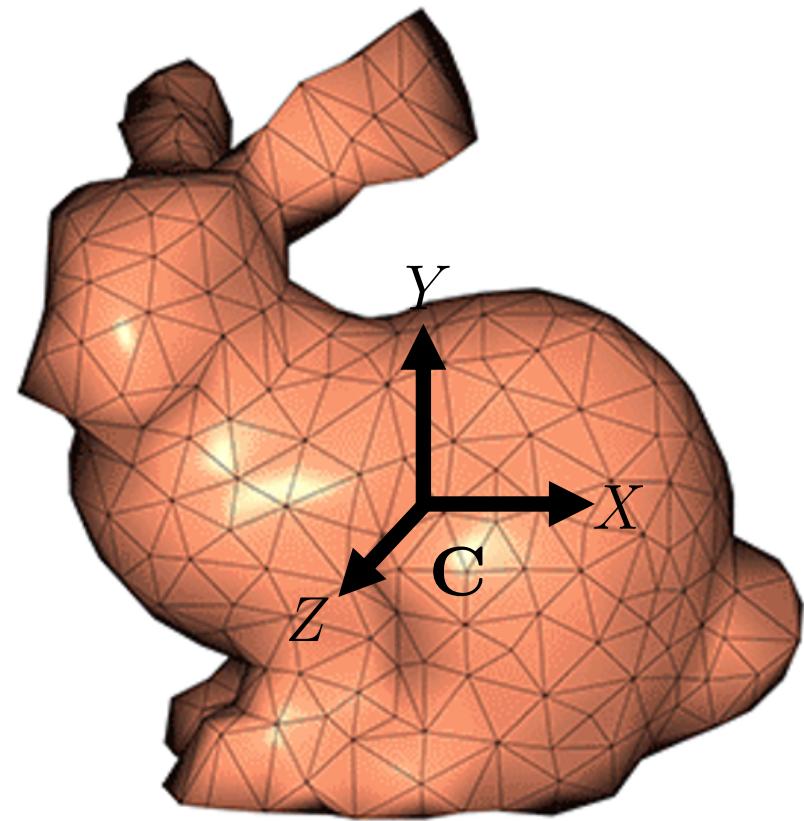
$$\sum_{j=0}^{m-1} \int_{\Gamma_j} \begin{pmatrix} \rho \bar{\mathbf{X}}_x \\ 0 \\ 0 \end{pmatrix} \cdot \mathbf{N}_j d\Gamma_j$$

$$\bar{\mathbf{X}} = \bar{\mathbf{X}}_0 \phi_0 + \bar{\mathbf{X}}_1 \phi_1 + \bar{\mathbf{X}}_2 \phi_2$$

barycentric coordinates



Integrate over Surface Triangles



Reference (Undeformed) Space

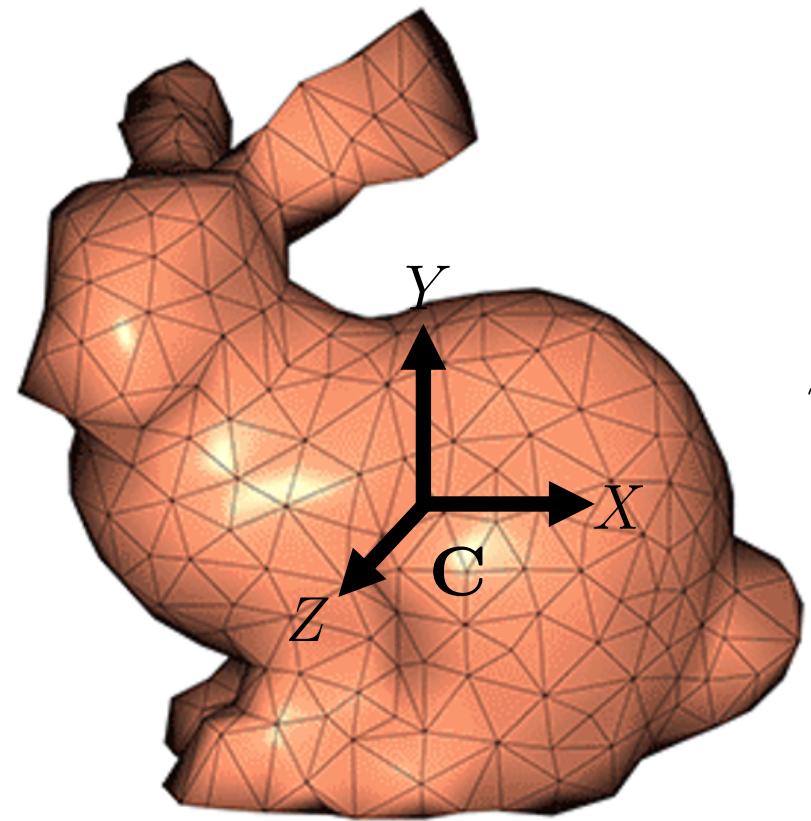
Use barycentric coordinates

$$\sum_{j=0}^{m-1} \int_{\Gamma_j} h(\phi_0, \phi_1, \phi_2) d\Gamma_j$$

h is a polynomial



Integrate over Surface Triangles



Reference (Undeformed) Space

Use barycentric coordinates

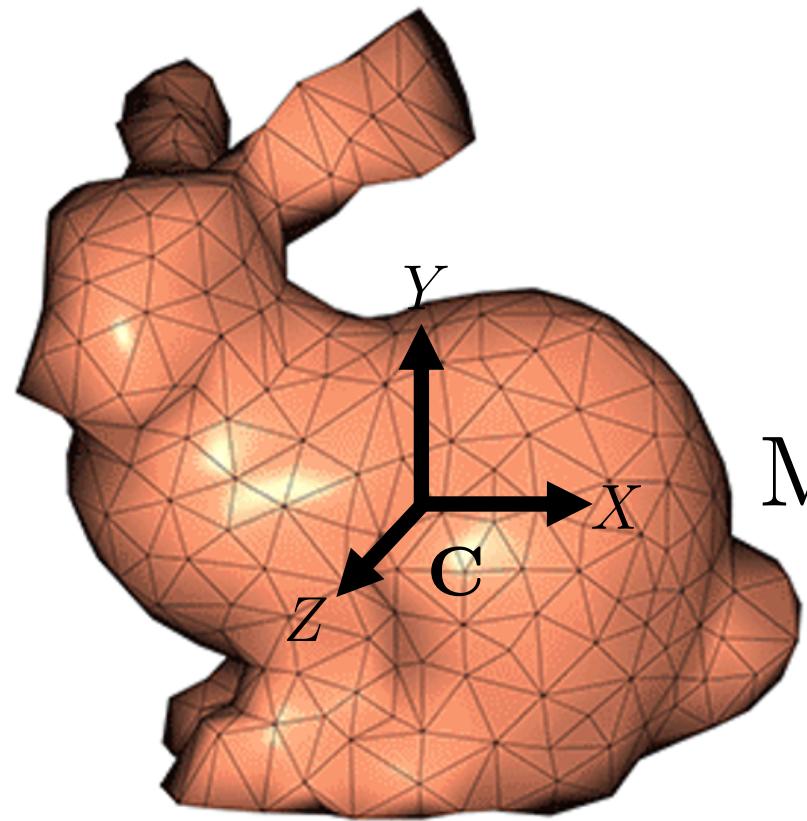


$$\sum_{j=0}^{m-1} \int_0^1 \int_0^{1-\phi_1} h(1 - \phi_1 - \phi_2, \phi_1, \phi_2) d\phi_2 d\phi_1$$

h is a polynomial



Kinetic Energy of a Rigid Body

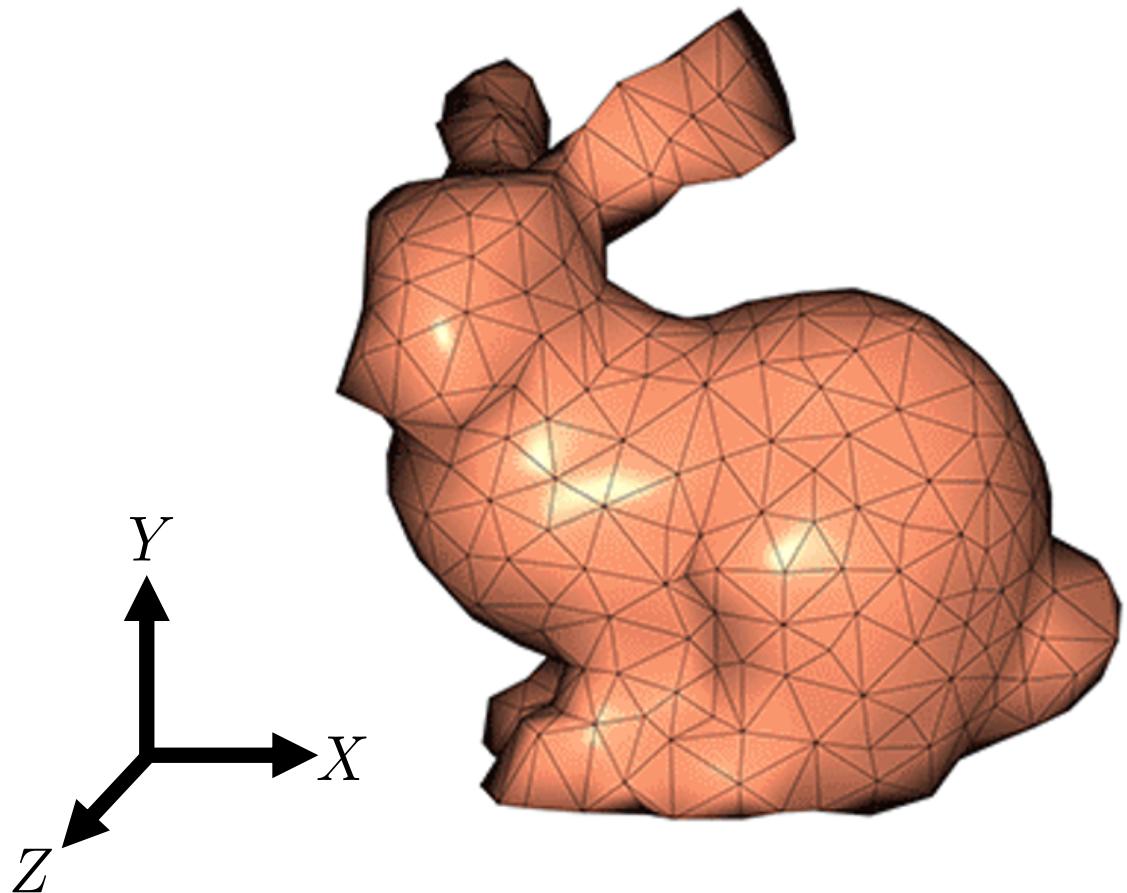


$$M_0 = \begin{pmatrix} \mathcal{I} & 0 \\ 0 & mI \\ T & \text{mass of object} \end{pmatrix}$$

Reference (Undeformed) Space



Kinetic Energy of a Rigid Body

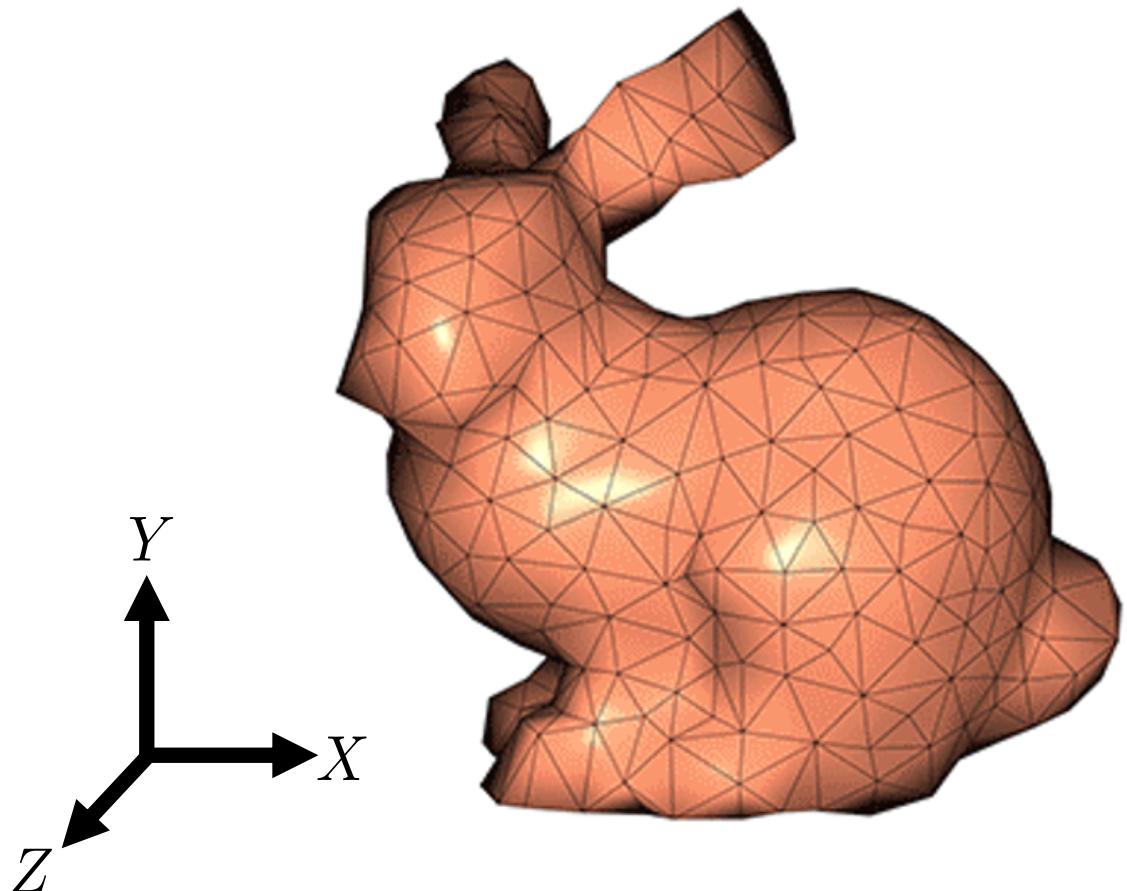


Reference (Undeformed) Space

$$T = \frac{1}{2} \dot{\mathbf{q}}^T \mathbf{A}^T \begin{pmatrix} \mathcal{I} & 0 \\ 0 & m\mathbf{I} \end{pmatrix} \mathbf{A} \dot{\mathbf{q}}$$

$$\begin{pmatrix} \mathbf{R}^T & 0 \\ 0 & \mathbf{I} \end{pmatrix} \begin{pmatrix} \omega \\ \dot{\mathbf{p}} \end{pmatrix}$$

Kinetic Energy of a Rigid Body

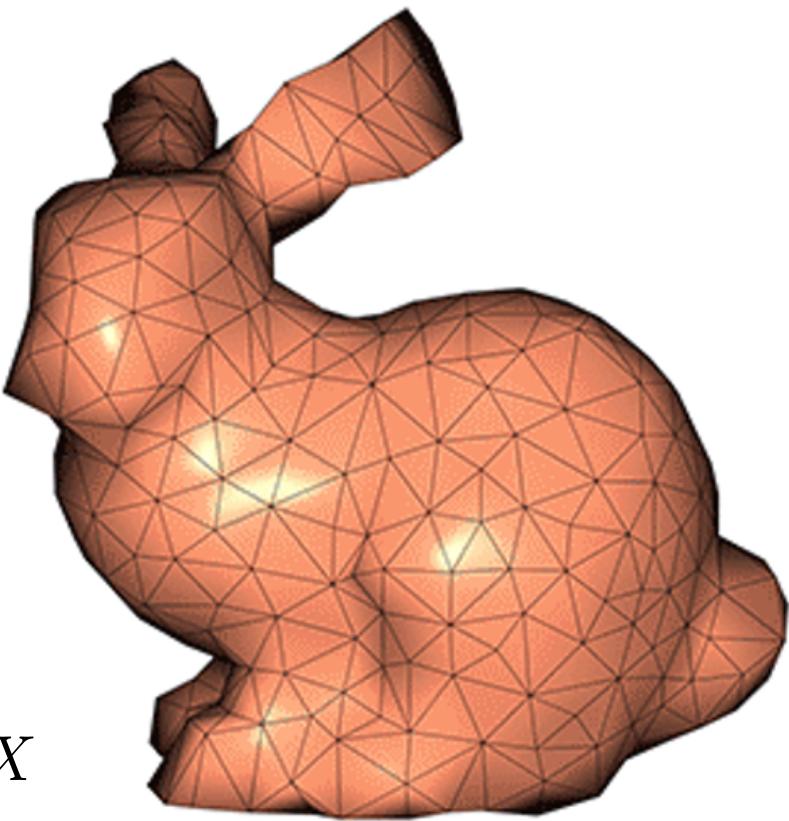


Reference (Undeformed) Space

$$T = \frac{1}{2} \dot{\mathbf{q}}^T \begin{pmatrix} \mathbf{R} \mathcal{I} \mathbf{R}^T & 0 \\ 0 & m\mathbf{I} \end{pmatrix} \dot{\mathbf{q}}$$



Potential Energy of a Rigid Body

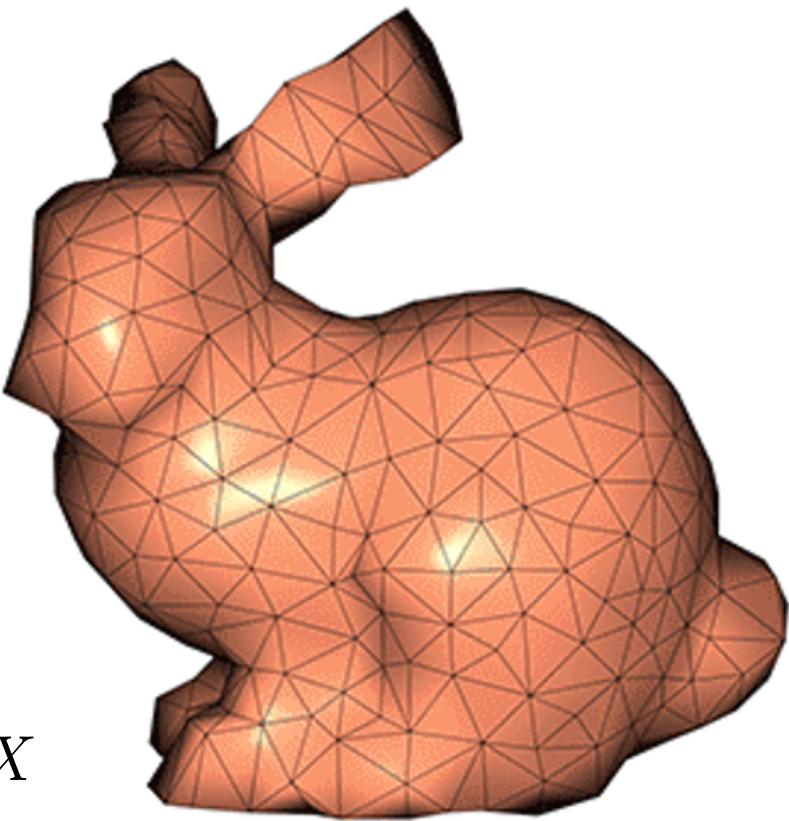


$$V = ?$$

Reference (Undeformed) Space



Potential Energy of a Rigid Body



$$V = 0$$

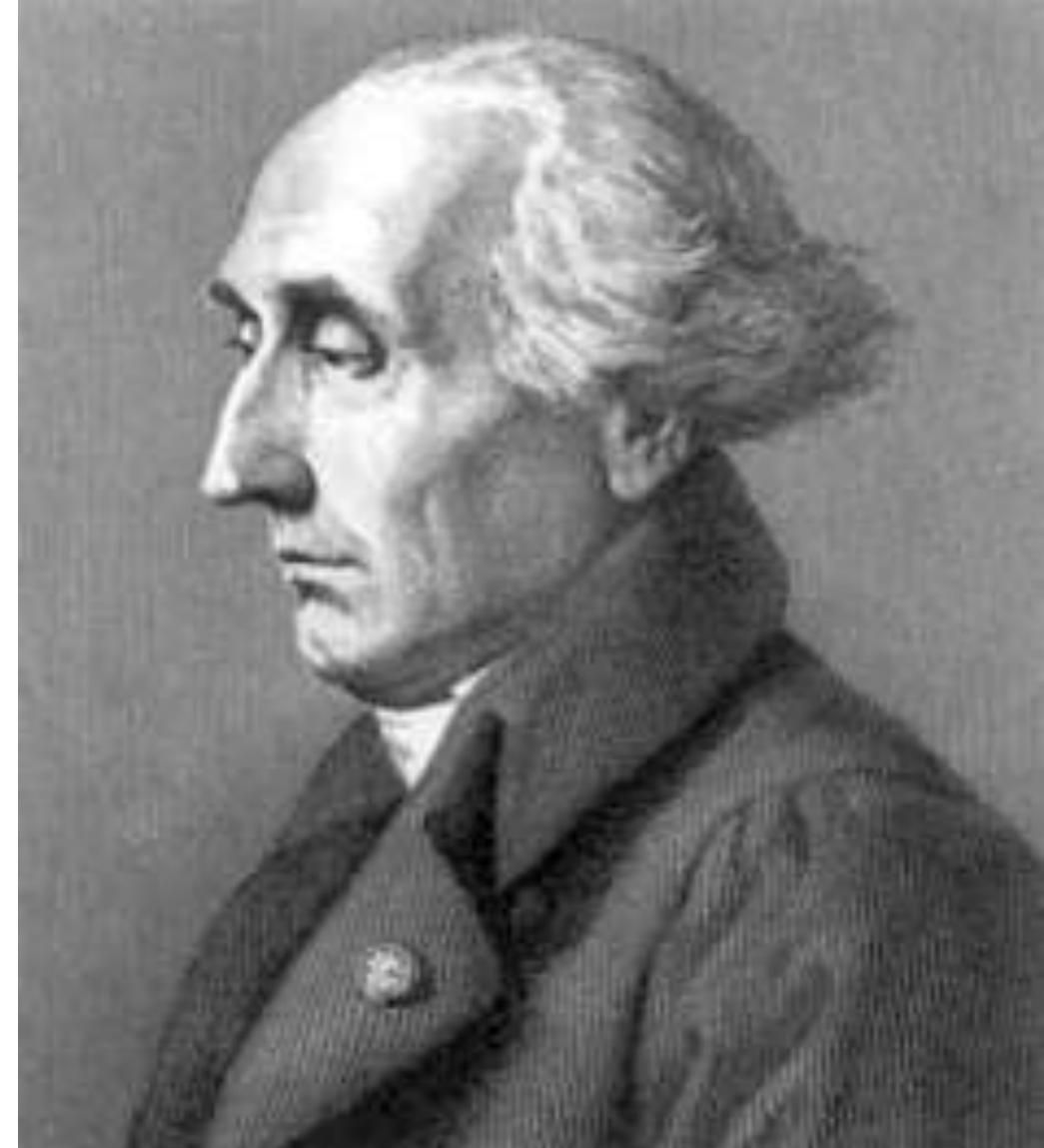
Reference (Undeformed) Space



The Lagrangian

$$L = \underbrace{T - V}_{\text{Kinetic Energy}} + \underbrace{\frac{1}{2} \dot{\mathbf{q}}^T \begin{pmatrix} \mathbf{R} \mathcal{I} \mathbf{R}^T & 0 \\ 0 & m\mathbf{I} \end{pmatrix} \dot{\mathbf{q}}}_{\text{Potential Energy}}$$

Rotations mean \mathbf{M} is a function of \mathbf{q} ☹



Euler-Lagrange Equation

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



Newton-Euler Equations

Conservation of Angular Momentum

$$\underbrace{(\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\boldsymbol{\omega}}}_{\text{T}} = \underbrace{\boldsymbol{\omega} \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \boldsymbol{\omega})}_{\text{quadratic velocity vector}} + \underbrace{\boldsymbol{\tau}_{ext}}_{\text{T}}$$

angular acceleration quadratic velocity vector external torque

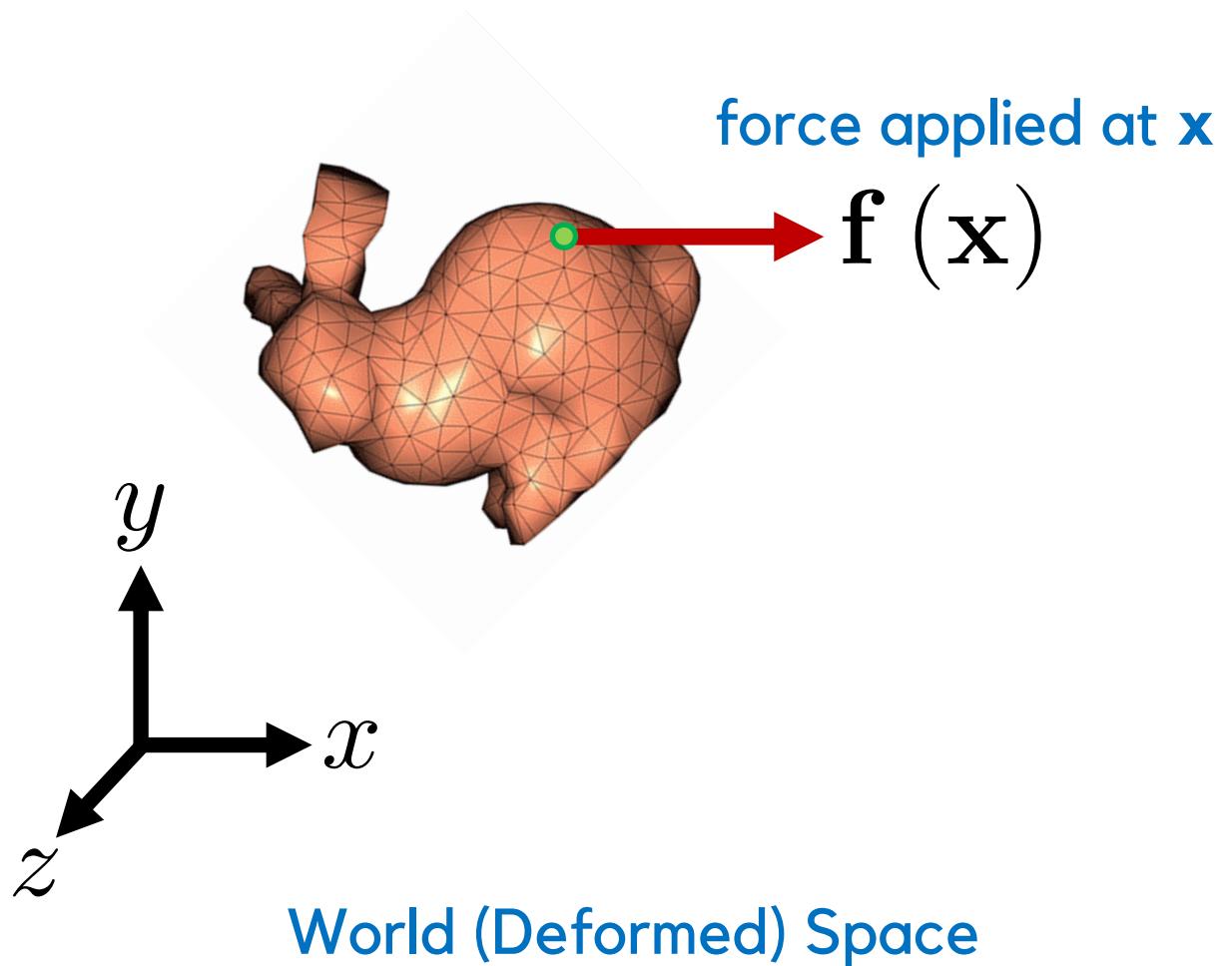
Conservation of Linear Momentum

$$\underbrace{m \mathbf{I} \ddot{\mathbf{p}}}_{\text{T}} = \underbrace{\mathbf{f}_{ext}}_{\text{T}}$$

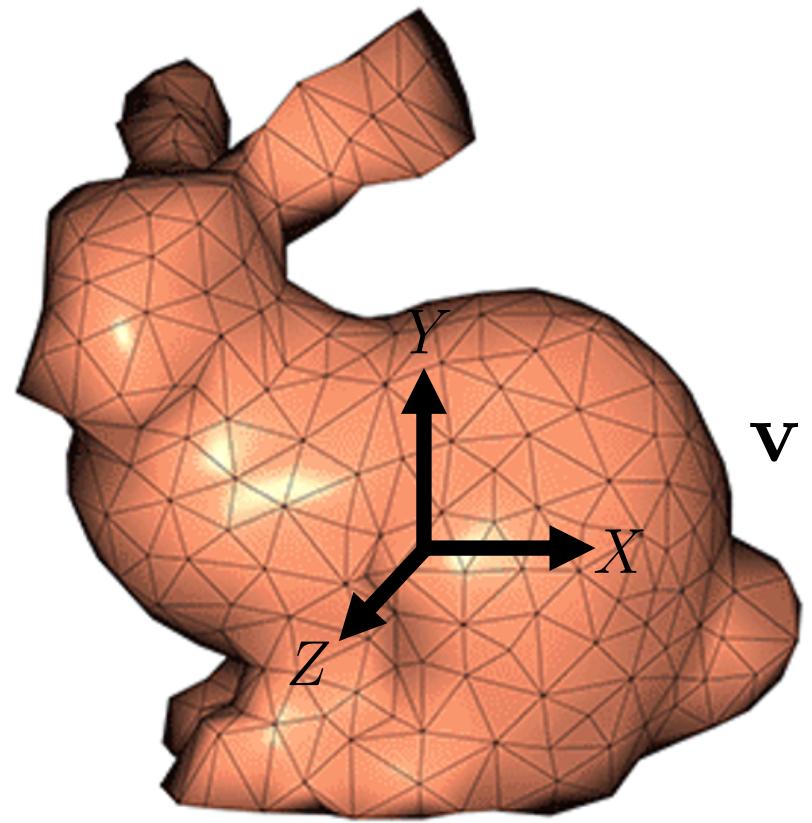
acceleration external force



External Torques and Forces



The Rigid Body Jacobian



$$\mathbf{v}(\bar{\mathbf{X}}, t) = \mathbf{R} \begin{pmatrix} [\bar{\mathbf{X}}]^T & \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{R}^T & \mathbf{0} \\ \mathbf{0} & \mathbf{I} \end{pmatrix} \begin{pmatrix} \boldsymbol{\omega} \\ \dot{\mathbf{p}} \end{pmatrix}$$

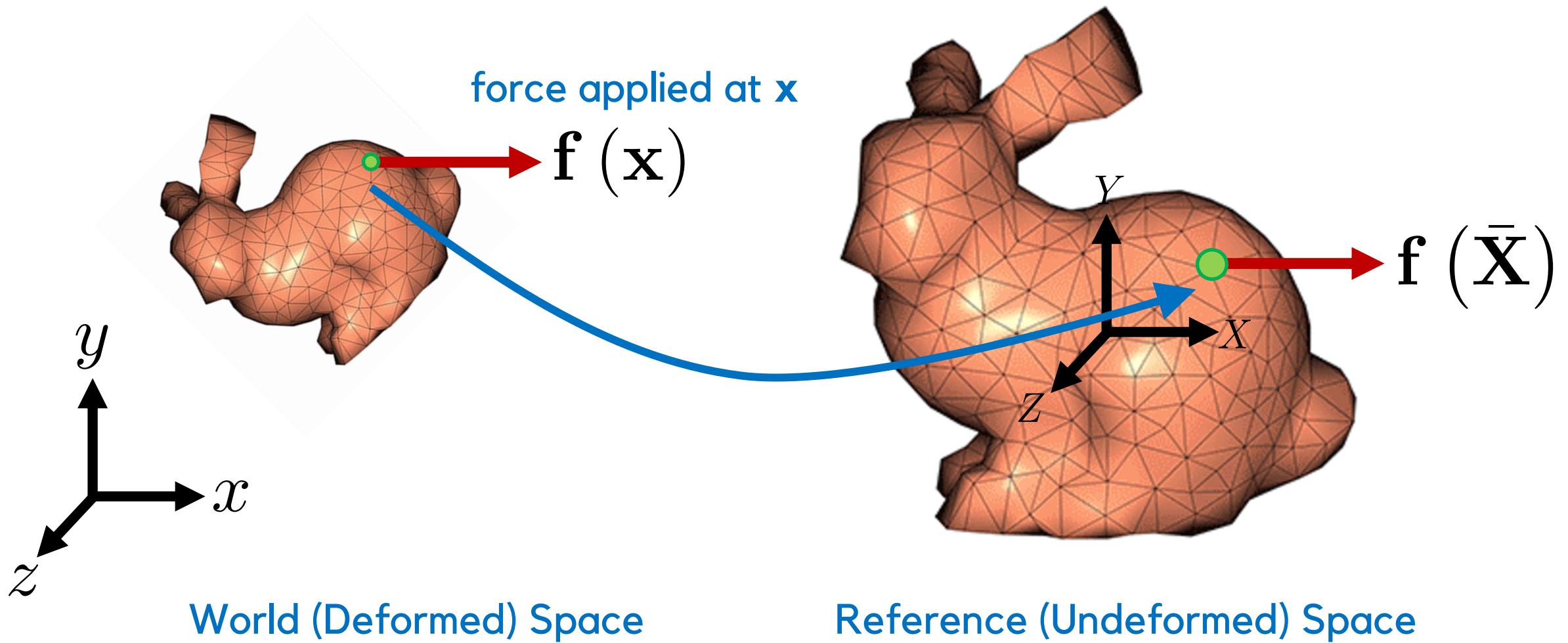
↓
Jacobian
 $\mathbf{J} \in \mathbb{R}^{3 \times 6}$

$$\dot{\mathbf{q}} \in \mathbb{R}^6$$

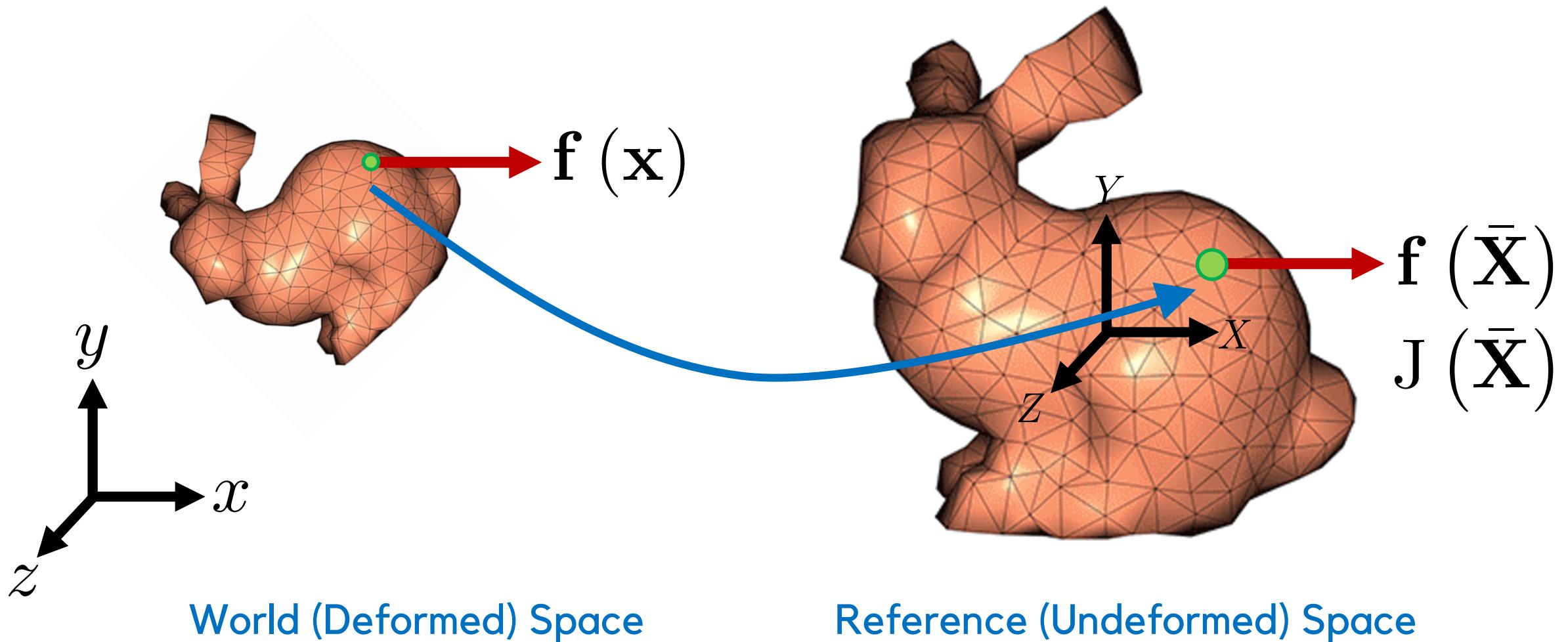
Reference (Undeformed) Space



External Torques and Forces

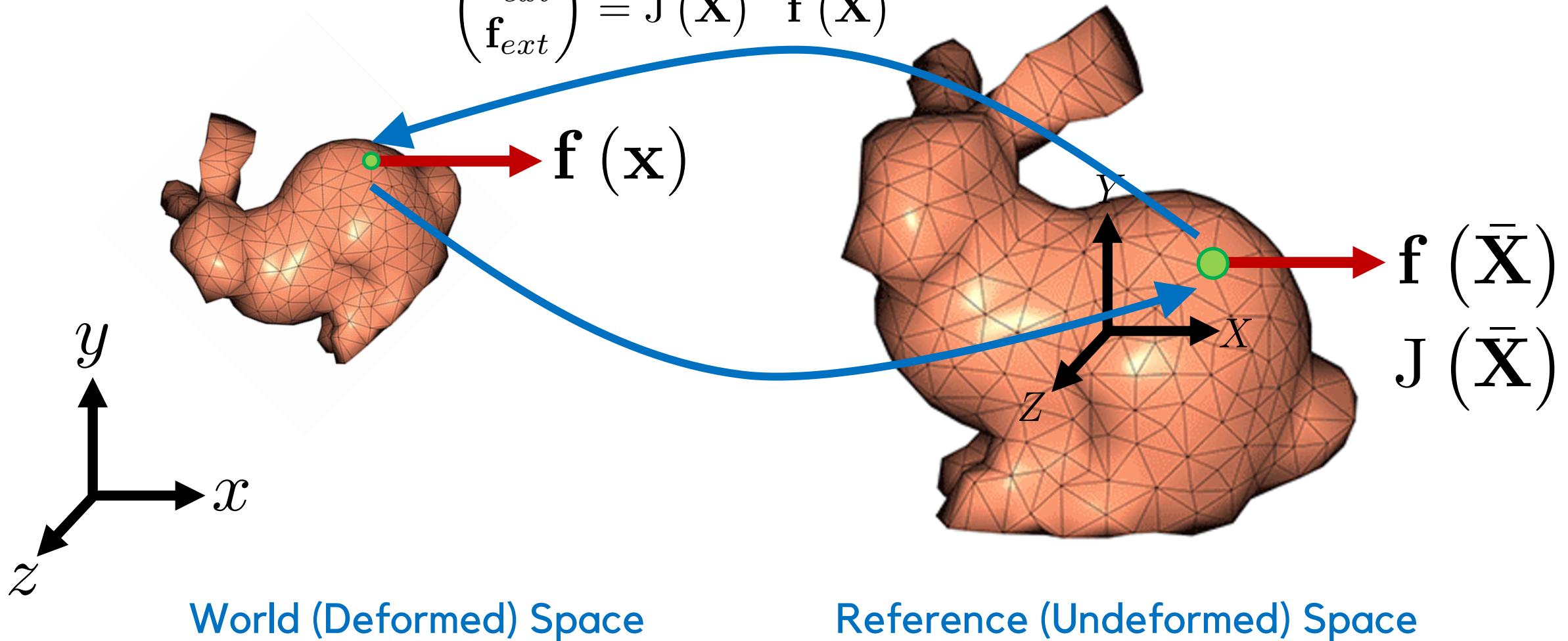


External Torques and Forces



External Torques and Forces

$$\begin{pmatrix} \tau_{ext} \\ \mathbf{f}_{ext} \end{pmatrix} = \mathbf{J}(\bar{\mathbf{X}})^T \mathbf{f}(\bar{\mathbf{X}})$$



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\boldsymbol{\omega}} &= \boldsymbol{\omega} \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \boldsymbol{\omega}) + \boldsymbol{\tau}_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned} \quad \left. \right\} \text{Two 2nd order ODEs}$$

Derive Update Equations Independently

$$m \mathbf{I} \ddot{\mathbf{p}} = \mathbf{f}_{ext}$$

$$m \dot{\mathbf{p}}^{t+1} = m \dot{\mathbf{p}}^t + \Delta t \mathbf{f}_{ext}$$

$$\mathbf{p}^{t+1} = \mathbf{p}^t + \Delta t \dot{\mathbf{p}}^t$$



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} &= \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned} \quad \left. \right\} \text{Two 2nd order ODEs}$$

Derive Update Equations Independently

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} = \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext}$$

$$\dot{\omega} \approx \frac{1}{\Delta t} (\omega^{t+1} - \omega^t)$$

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^{t+1} = (\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t + \underbrace{\Delta t \omega^t \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t)}_{\text{explicit}} + \Delta t \tau_{ext}^t$$



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} &= \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned} \quad \left. \right\} \text{Two 2nd order ODEs}$$

Derive Update Equations Independently

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^{t+1} = (\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t + \underbrace{\Delta t \omega^t \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t)}_{\text{explicit}} + \Delta t \tau_{ext}^t$$
$$\mathbf{R}^{t+1} = ?$$



Aside: Update Rules from Integration

Standard Forward-Euler update for position

$$\mathbf{x}^{t+1} = \mathbf{x}^t + \Delta t \mathbf{v}^t$$

Comes from finite difference approximation of velocity

$$\mathbf{v}^t \approx \frac{1}{\Delta t} (\mathbf{x}^{t+1} - \mathbf{x}^t)$$

Alternately, can be derived by solving an Initial Value Problem

$$\frac{d\mathbf{x}}{dt} = \mathbf{v}^t \quad \mathbf{x}(t_0) = \mathbf{x}^t$$



Aside: Update Rules from Integration

Alternately, can be derived by solving an Initial Value Problem

$$\frac{d\mathbf{x}}{dt} = \mathbf{v}^t \quad \mathbf{x}(t_0) = \mathbf{x}^t$$

Rearrange and integrate both sides in time

$$\int_{t_0}^{t_1} d\mathbf{x} = \int_{t_0}^{t_1} \mathbf{v}^t dt$$

$$\mathbf{x}(t) = \mathbf{v}^t \frac{(t_1 - t_0)}{\Delta t} + \mathbf{c}$$

constant of integration = \mathbf{x}^t



Aside: Update Rules from Integration

Angular velocity equation

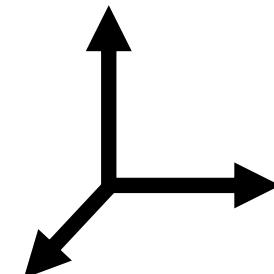
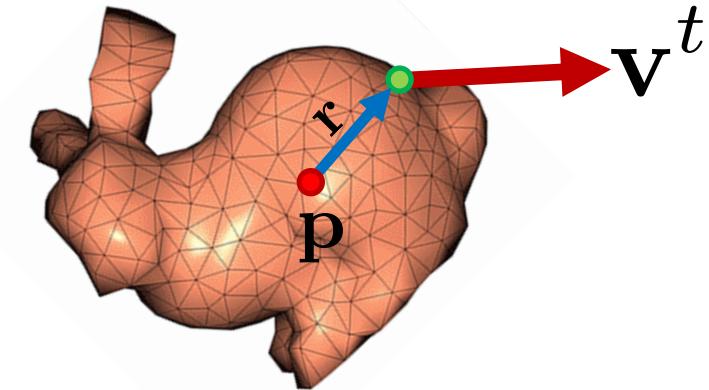
$$\mathbf{v}^t = \underbrace{\omega^t}_{\text{angular velocity vector}} \times \underbrace{(\mathbf{R}\bar{\mathbf{X}} + \mathbf{p} - \mathbf{p})}_{\mathbf{r}}$$

$$\mathbf{y} = \mathbf{R}\bar{\mathbf{X}}$$

$$\mathbf{v}^t = \frac{d\mathbf{y}}{dt} = \omega^t \times \mathbf{y}$$

$$\mathbf{v} = \frac{d\mathbf{y}}{dt} = \underbrace{[\omega]^T}_{\text{cross-product matrix}} \mathbf{y}$$

$$\mathbf{y}(t_0) = \mathbf{y}^t$$



Aside: Update Rules from Integration

$$\mathbf{v} = \frac{d\mathbf{y}}{dt} = [\omega]^t \mathbf{y} \quad \underline{\mathbf{y}(t_0) = \mathbf{y}^t}$$

cross-product matrix initial conditions

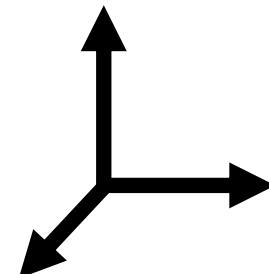
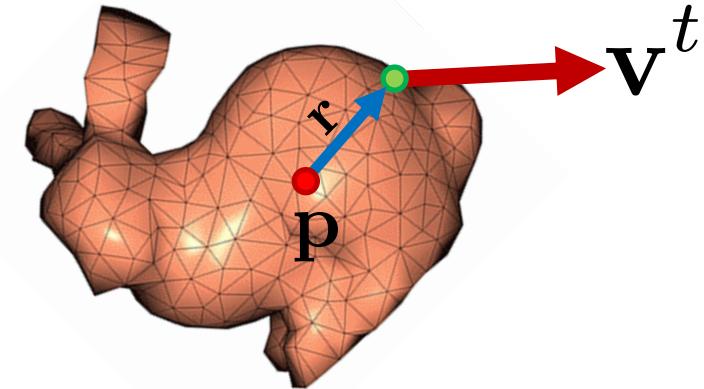
Equation is separable, so the solution is

$$\mathbf{y}(t_1) = \underline{\exp([\omega]^t \Delta t)} \mathbf{y}(t_0)$$

matrix exponential of skew-symmetric matrix

$$\mathbf{y}(t_1) = \underline{\exp([\omega]^t \Delta t) R(t_0) \bar{\mathbf{X}}}$$

updated rotation matrix



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} &= \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned} \quad \left. \right\} \text{Two 2nd order ODEs}$$

Derive Update Equations Independently

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^{t+1} = (\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t + \underbrace{\Delta t \omega^t \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t)}_{\text{explicit}} + \Delta t \tau_{ext}^t$$
$$\mathbf{R}^{t+1} = ?$$



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} &= \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned} \quad \left. \right\} \text{Two 2nd order ODEs}$$

Derive Update Equations Independently

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^{t+1} = (\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t + \frac{\Delta t \omega^t \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t) + \Delta t \tau_{ext}^t}{\text{explicit}}$$

$$\mathbf{R}^{t+1} = \underline{\exp ([\omega]^t \Delta t)} \mathbf{R}^t$$

Rodrigues' Rotation Formula



Time Integration for a Rigid Body

$$\begin{aligned} (\mathbf{R} \mathcal{I} \mathbf{R}^T) \dot{\omega} &= \omega \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega) + \tau_{ext} \\ m \mathbf{I} \ddot{\mathbf{p}} &= \mathbf{f}_{ext} \end{aligned}$$

} Two 2nd order ODEs

Velocity Update Equations

$$(\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^{t+1} = (\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t + \Delta t \omega^t \times ((\mathbf{R} \mathcal{I} \mathbf{R}^T) \omega^t) + \Delta t \tau_{ext}^t$$

$$m \dot{\mathbf{p}}^{t+1} = m \dot{\mathbf{p}}^t + \Delta t \mathbf{f}_{ext}$$

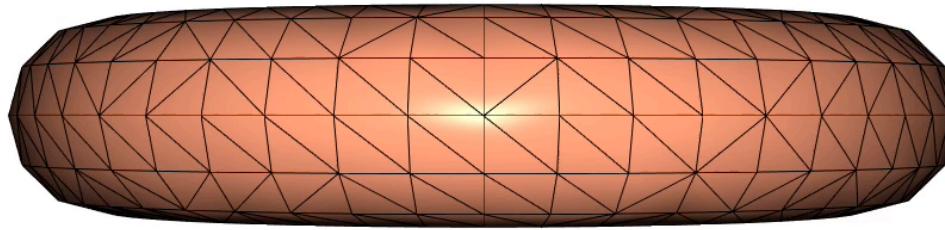
Position Update Equations

$$\mathbf{R}^{t+1} = \exp([\omega]^t \Delta t) \mathbf{R}^t$$

$$\mathbf{p}^{t+1} = \mathbf{p}^t + \Delta t \dot{\mathbf{p}}^t$$



Rigid Body Simulation of a Space Donut



Next Video: Jointed Rigid Body Systems



KLANN



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