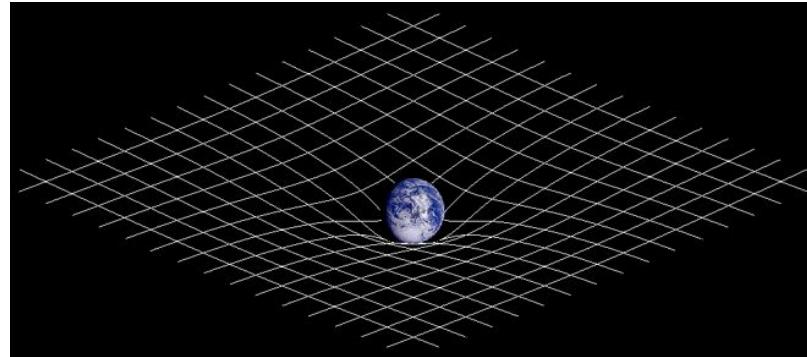


Fabric Gravity Simulation

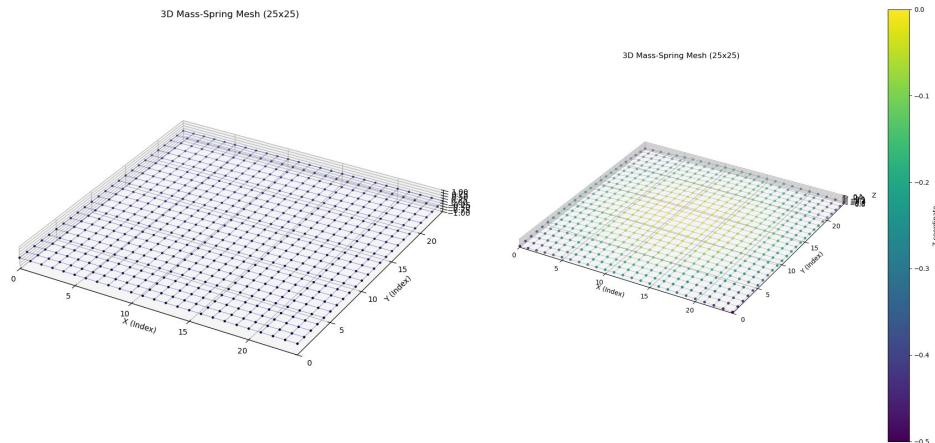
Harrison Sandstrom

Universe Model

- Rubber sheet deforms from larger mass in the center.
- Smaller balls then rotate around this center



So far most focus has been on the creation of the sheet and integration of its physics. Only have the sheet creation working with parameters needing to be fixed for the rubber sheet



Future steps

- Start with implementation of the central body by just changing the node weights at the center
- Try to implement a bod contact calculation solution and simulate the first weight being added
- Add moving orbs that have their own contact calculations