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1 The Mouse Constraint (and its Jacobian)

If one let x be a rigid body position in world space then it can define the "mouse" constraint such that

$$C = (x+r) - x_{mouse} = 0, \tag{1.1}$$

geometrically stating that the difference between the rigid body particle in world frame (at location r in body frame from Eq. (1.1)) and the mouse position in world frame (x_{mouse}) should be zero.

Treating x_{mouse} as constant and differentiating Eq. (1.1) with respect to time the velocity constraint is written as

$$\dot{C} = J \begin{pmatrix} v \\ \omega \end{pmatrix} = v + \omega \times r = 0, \tag{1.2}$$

geometrically stating that the linear and angular relative velocity at r should be zero; v and ω are the linear and angular velocity of the body, respectively.

Considering a single body simulation, one can let this constraint second body mass goes to infinite (practically, a zero mass), and write the Jacobian as

$$J \in \mathbb{R}^{3 \times 6} = \begin{pmatrix} 1 & 0 & 0 & 0 & -r_z & r_y \\ 0 & 1 & 0 & r_z & 0 & -r_x \\ 0 & 0 & 1 & -r_y & r_x & 0 \end{pmatrix}, \tag{1.3}$$

instead of defining it as $J \in \mathbb{R}^{12 \times 6}$. Therefore, from Eq. (1.2),

$$JV = J\begin{pmatrix} v \\ \omega \end{pmatrix} = 0. \tag{1.4}$$

Note that this Jacobian can be easely extended to be attached to a multiple body solver. However, the rest of this text describes how to compute the effective mass $JM^{-1}J^T$ assuming $J \in \mathbb{R}^{3\times 6}$ in order to calculate the corrective impulse

$$\lambda = (JM^{-1}J^T)^{-1} \left(-JV + \frac{\delta}{\Delta t}C\right),\tag{1.5}$$

where δ is the *Baumgarte* factor and Δt the time-step.

1.1 Calculating $JM^{-1}J^T$

$$J \in \mathbb{R}^{3 \times 6} = \begin{pmatrix} 1 & 0 & 0 & 0 & -r_z & r_y \\ 0 & 1 & 0 & r_z & 0 & -r_x \\ 0 & 0 & 1 & -r_y & r_x & 0 \end{pmatrix}. \tag{1.6}$$

$$J^{T} \in \mathbb{R}^{6 \times 3} = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & r_{z} & -r_{y} \\ -r_{z} & 0 & r_{x} \\ r_{y} & -r_{x} & 0 \end{pmatrix}.$$
 (1.7)

$$M^{-1} \in \mathbb{R}^{6 \times 6} = \begin{pmatrix} m^{-1} & 0 & 0 & 0 & 0 & 0 \\ 0 & m^{-1} & 0 & 0 & 0 & 0 \\ 0 & 0 & m^{-1} & 0 & 0 & 0 \\ 0 & 0 & 0 & I^{-1}_{xx} & I^{-1}_{yx} & I^{-1}_{zx} \\ 0 & 0 & 0 & I^{-1}_{xy} & I^{-1}_{yy} & I^{-1}_{zy} \\ 0 & 0 & 0 & I^{-1}_{xz} & I^{-1}_{yz} & I^{-1}_{zz} \end{pmatrix}.$$

$$(1.8)$$

$$IM^{-1} \in \mathbb{R}^{3 \times 6} =$$

$$\begin{pmatrix} m^{-1} & 0 & 0 & -I^{-1}_{xy}r_z + I^{-1}_{xz}r_y & -I^{-1}_{yy}r_z + I^{-1}_{yz}r_y & -I^{-1}_{zy}r_z + I^{-1}_{zz}r_y \\ 0 & m^{-1} & 0 & -I^{-1}_{xz}r_x + I^{-1}_{xx}r_z & -I^{-1}_{yz}r_x + I^{-1}_{yx}r_z & -I^{-1}_{zz}r_x + I^{-1}_{zx}r_z \\ 0 & 0 & m^{-1} & I^{-1}_{xy}r_x - I^{-1}_{xx}r_y & I^{-1}_{yy}r_x - I^{-1}_{yx}r_y & I^{-1}_{zy}r_x - I^{-1}_{zx}r_y \end{pmatrix}.$$
(1.9)