# Cloth Simulation

1. Write a basic 2D (or 3D if you feel ambitious) cloth simulation.
   1. <http://gamedev.tutsplus.com/tutorials/implementation/simulate-fabric-and-ragdolls-with-simple-verlet-integration/>
   2. <http://www.pagines.ma1.upc.edu/~susin/files/AdvancedCharacterPhysics.pdf>
2. Allow the user to interact with the cloth by clicking, dragging the cloth around, etc.