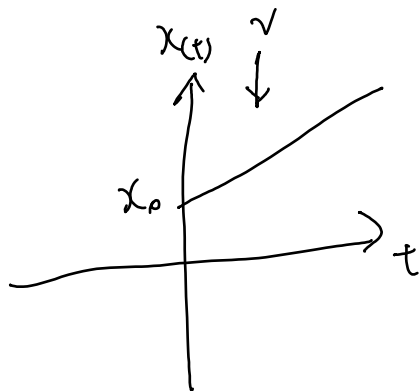
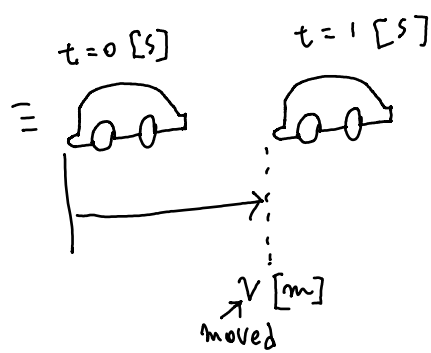


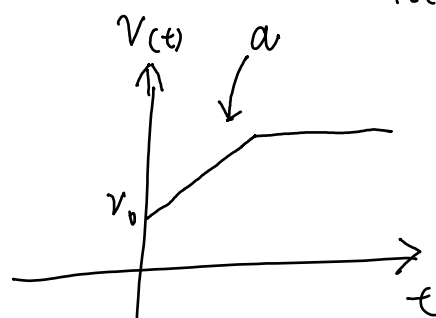
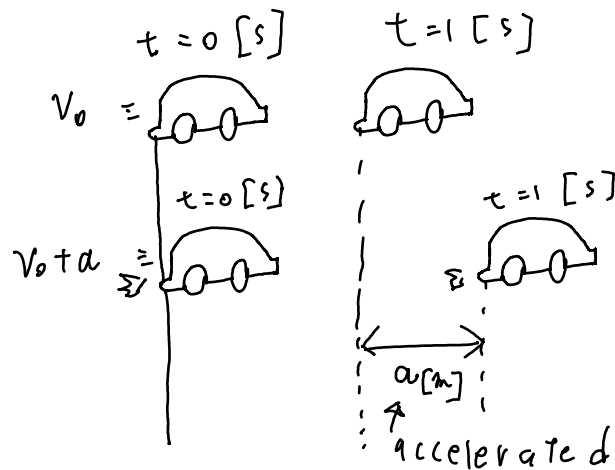
classical
mechanics
😊 simple

Constrained
Mechanics
😊 simple
😊 easy to
implement
(relatively)

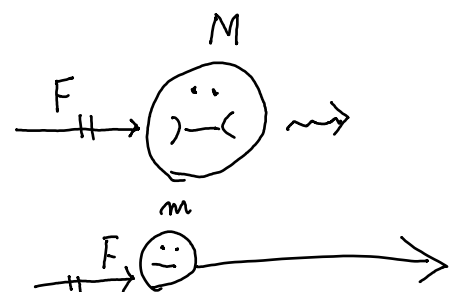
Continuum
Mechanics
😊 volumetric
representation



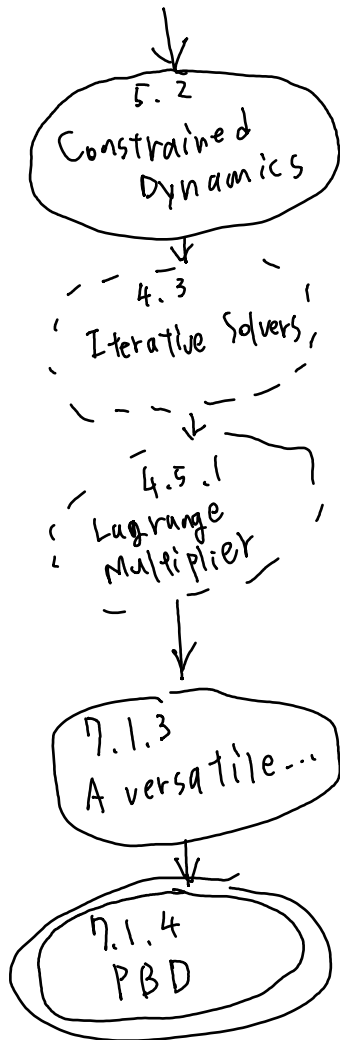
$$\dot{x} = \frac{dx}{dt} = v$$



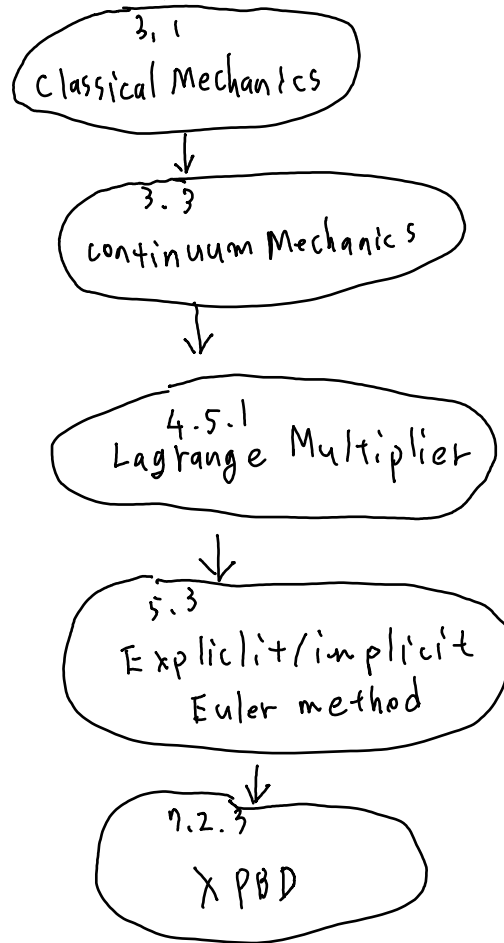
$$\dot{v} = \frac{dv}{dt} = a$$



To PBD



To XPBD



To Projective dynamics

3.1
classical mechanics

3.3
Continuum
Mechanics

4.2
Newton's Method

4.3
Iterative solvers

4.4
Local/global solver

5.3
Explicit/Implicit
Euler method

7.3.1

7.3.2

7.3.3
Projective
Dynamics

7.3.4
ADMM \subseteq Proj. Dyn.