


Some Constrained Simulations



- constraints for cloth representation

Large steps in cloth simulation (1998)

- force-based implicit solver

A versatile and Robust Model for Geometrically Complex Deformable Solids (2004)

- generalized constrained dynamics

← force-based

→ position-based

Verlet's Integration (2001)

Advanced Character Physics (2001)

- Position-based method

Position Based Dynamics (2006)

the field of  
Geometric Optimization  
• manifold projection method

Example - Based  
Elastic Materials QoI  
• minimization  
formulation

Shape-Up: Shaping Discrete  
Geometry with Projections (2012)  
• block coordinate descent method  
(local/global solver)

PBP (2006)  
• Constraints  
• Position-based solver

Fast Simulation of Mass-Spring  
System (2013)  
• local/global physics solver

Distributed optimization  
and statistical learning  
via the Alternating  
direction method of  
Multipliers (2011)  
• ADMM

Projective dym. (2014)  
• Jacobi-type local/global solver  
• Constraint projection  
• Continuum dynamics-based constraints

ADMM  $\supset$  Projective dynamics (2016)  
• generic method that supports arbitrary  
conservative force (non-linear  
elastic materials  
• hard constraints  
e.t.c.)

PBD  
• position based method

Geometric, Variational Integrators for  
Computer Animation (2006)  
• symplectic method

Efficient simulation  
of Inextensible cloth (2007)  
• fast projection

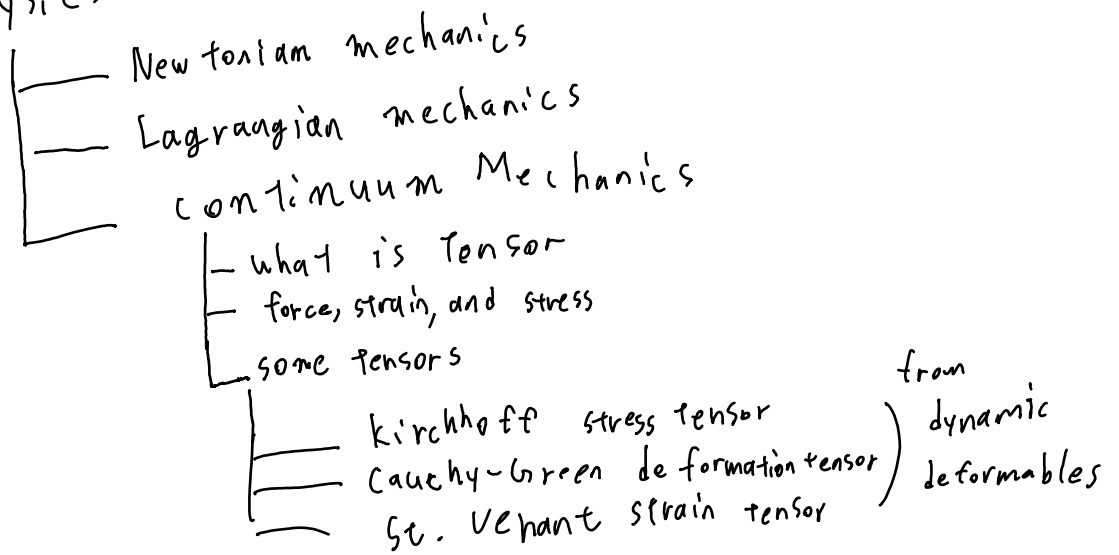
Interactive simulation  
of Elastic Deformable Materials  
(2006)  
• constraints with the physically-based  
parameters  
• compliant constraint formulation

Strain based Dynamics (2014)  
• The constraints from strain tensor  
• Decoupling stretch from shear resistance

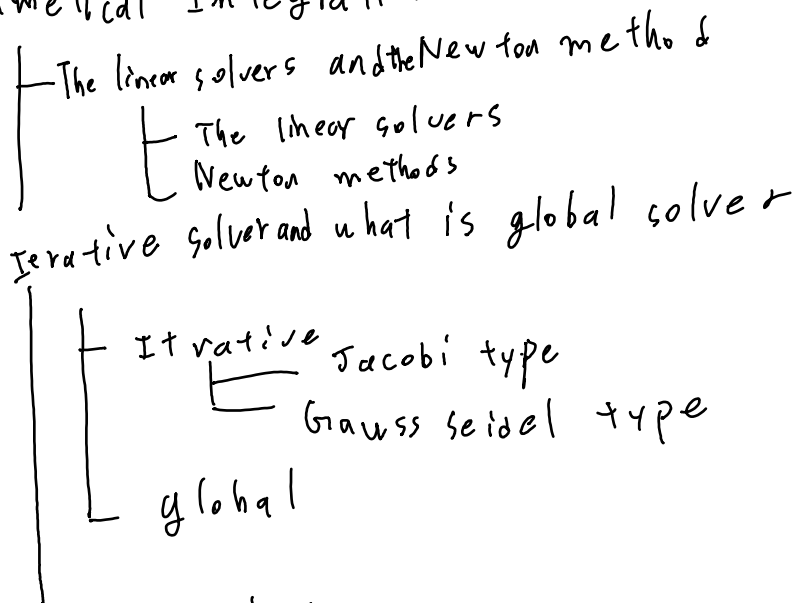
\* XPBD has an advantage  
against ST to Strain based Dyn.

XPBD (2017)  
• Physical-based constraints  
• total Lagrange multiplier ← (This formulation  
resolves the iteration  
dependency)

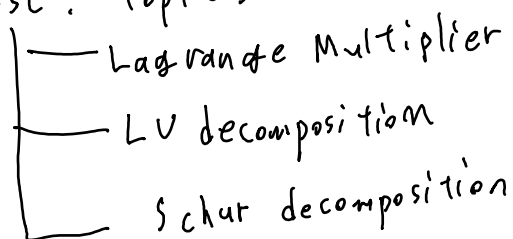
## • Physics



## • Numerical Integration



## misc. topics



- Numerical physics

- └ mass-spring system
- └ Verlet's integration
- └ Explicit/Implicit euler scheme
- └ constrained Dynamics
- └ shape matching

- Interpret the papers

- └ Position Based Dynamics

- └ Large steps in Cloth Simulation (1998)
- └ Advanced Character Physics (2001)
- └ A versatile and Robust Model for Geometrically complex deformable solids (2004)
- └ Position Based Dynamics (2006)

- └ XPBD

- └ Geometric, Variational Integrators for Computer Animation (2006)
- └ Interactive simulation of Elastic Deformable Materials (2006)
- └ Efficient simulation of Inextensible cloth (2007)
- └ XPBD (2017)
- └ Small steps in physics simulation (2018)

- └ Projective Dynamics

