Article Title

Slime Piki

Contents

1 Introduction

1.1 What is (X)PBD?

PBD (Position Based Dynamics) proposed at [1] is popular method because of its stability and ease of imprement. The reason of them is same, PBD computes physical simulation without using velocity inside the iteration

But, in contrast to ease of implement, it is difficult to understanding PBD's background theory. This is problem when modification PBD depending on your purpose.

If you start from original PBD paper[1], you will be at lost

Appendix A   Glossaly

A.1   symbols

A.2   terms

References

[1] Müller, M., Heidelberger, B., Hennix, M., Ratcliff, J.: Position based dynamics. J. Vis. Comun. Image Represent. **18**(2), 109–118 (2007) https://doi.org/10.1016/j.jvcir.2007.01.005