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Project 4: **Physically-based Simulation**

Instructions:

Q, E, R, F   camera movement

WASD   active anchor point movement

Z   switch between anchors (active one is highlighted)

2   strength of the wind increasing

1   strength of the wind decreasing

M   switch drawing mode (points/springs/mesh)

Compilation: Please, compile the project in ***Release mode***, the rest is usual - x86, VS2015, Update 1

Relevant code: All code that is relevant to project 4 is in main.cpp and cloth.h

Implementation information:

- Option D is implemented, cloth (1200 points) with two anchor points interact with the wind
- Project based on spring-damper-gravity with constraints and Runge-Kutta integration method is used