Assignments:

The following procedures should be followed for completing the assignments:

1. Open meshgenerator.py file in sofa environment. This program uses Rectangular_Membrane v1.obj file provided in the folder. Animate the program and updates will be displayed in the terminal. After completing the procedure, the generated vtu file will be available in bin folder (/home/shifa/sofa/build/bin) in sofa. This program needs CGAL plugin and only works with sofa version installed using source code.

2. Open the following two sofa scenes in sofa environment and animate:
   A. Class_Cube_tutorial2.pyscn
   B. Firstexample_particle.py

3. Try to open the file named liverFine.pyscn and animate. liver-smoothUV.obj and liverFine.vtu files are available with this file.

4. Open the file named membrane.pyscn and try to animate. rtg_membrane_pt0.vtu and Rectangular_Membrane_with points v1 v1.stl files are available with this file. Copy paste these files to a folder and animate. Students with working meshgenerator.py program can try to generate vtu from Rectangular_Membrane_with points v1.obj (name it: Rectangular_Membrane_with points v1.vtu) and use the new vtu in visual part to do the animation.
   Replace:

   visual_membrane.addObject('MeshSTLLoader', name= 'loader', filename='Rectangular_Membrane_with points v1 v1.stl', scale='0.1')

   to

   visual_membrane.addObject('MeshVTKLoader', name= 'loader', filename= Rectangular_Membrane_with points v1.vtu, scale='0.1')