

## Assignment

1. Create a finger using 'ElasticMaterialObject' function as shown in figure 1. Generate a cable using 'PullingCable' function. Add sofa controller to the program for animating the finger motions.

- Use the 'finger.pyscn' program given in the folder (use 'finger.vtu' and 'finger.stl' files) and add necessary sofa program codes.
- For creating sofa controller, refer the program 'membrane\_triangular\_cable.pyscn' given in the folder.



Figure 1

2. Create a sphere (use sphere0.vtu and ball.obj)

- Create a tendon as a child of sphere (one cable point and one pulling point) as shown in figure 2. (a) Try to pull the cable without fixing the sphere (b) Try to pull the cable after fixing the sphere using FixedBox function.
- Create a sofa controller to pull the cable and animate the scene.

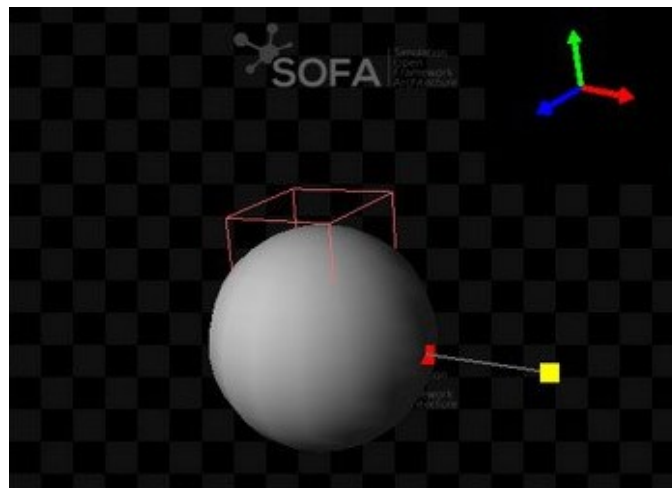


Figure 2