

# Lecture VII: Soft-Body Physics

# Soft Bodies

- Realistic objects are not purely rigid.
  - Good approximation for “hard” ones.
  - ...approximation breaks when objects break, or deform.
- Generalization: soft (deformable) bodies
  - Deformed by force: car body, punched or shot at.
  - Prone to stress: piece of cloth, flag, paper sheet.
  - Not solid: snow, mud, lava, liquid.



<http://www.games73.com/media.games73.com/files/2012/05/Crysis-3-soft-physics-demo-thumb-610x239.jpg>



<http://i.huffpost.com/gen/1480563/images/o-DISNEY-facebook.jpg>



Grinspun et al. "Discrete Shells"

# Elasticity

- Forces may cause object deformation.
- **Elasticity**: the tendency of a body to **return to its original shape** after the forces causing the deformation cease.
  - Rubbers are highly elastic.
  - Metal rods are much less.



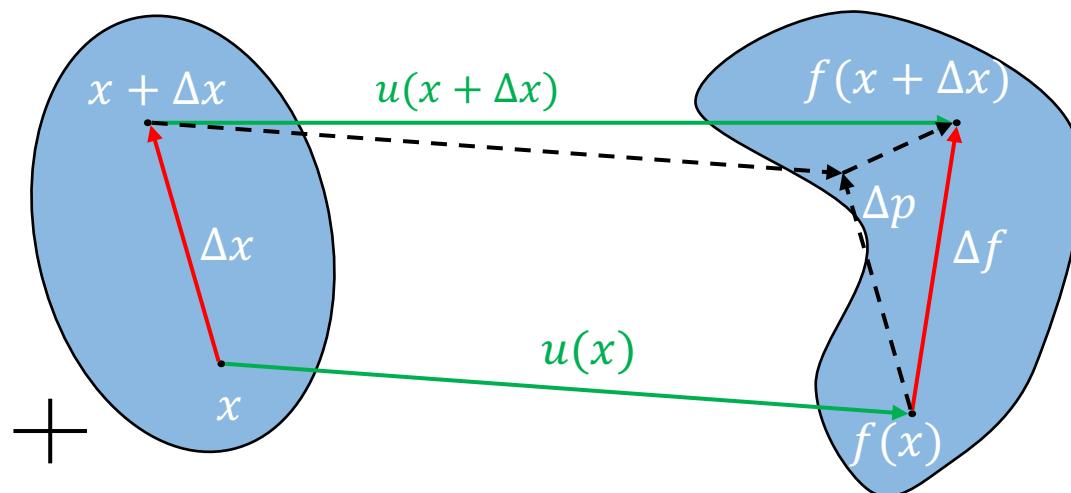
<http://www.mommypotamus.com/wp-content/uploads/2013/01/homemade-play-dough-recipe-with-natural-dye-6-300x300.jpg>



[http://www.ibmbigdatahub.com/sites/default/files/elasticity\\_blog.jpg](http://www.ibmbigdatahub.com/sites/default/files/elasticity_blog.jpg)

# Continuum Mechanics

- A deformable object is defined by **rest shape** and **material parameters**.
- **Deformation map:**  $f(\vec{x})$  of every material point  $\vec{x}$ .
- $f: \mathbb{R}^d \rightarrow \mathbb{R}^d$ .  $d$  : dimension (mostly  $d = 2,3$ ).
- **Relative displacement field:**  $f(\vec{x}) = \vec{x} + u(\vec{x})$ .



# Local Deformation

- Taylor series:

$$f(\vec{x} + \Delta\vec{x}) \approx f(\vec{x}) + J_f \Delta\vec{x}$$

- 1<sup>st</sup>-order **linear** approximation.

- As  $f(\vec{x}) = \vec{x} + u(\vec{x})$ , we get:

$$\vec{x} + \Delta\vec{x} + u(\vec{x} + \Delta\vec{x}) \approx \vec{x} + u(\vec{x}) + J_f \Delta\vec{x} \Rightarrow$$

$$u(\vec{x} + \Delta\vec{x}) \approx u(\vec{x}) + (J_f - I_{d \times d}) \Delta\vec{x}$$

- The **Jacobians**:  $J_f = \left( \frac{\partial f}{\partial x} \right), J_u = \left( \frac{\partial u}{\partial x} \right) = J_f - I_{d \times d}$ .

# Stretch and Compression

- How much an object locally **stretches** or **compresses** in each direction.
- New length:

$$\begin{aligned} |\Delta f|^2 &= |f(\vec{x} + \Delta\vec{x}) - f(\vec{x})|^2 \approx |J_f \Delta\vec{x}|^2 \\ &= \Delta\vec{x}^T * (J_f^T J_f) * \Delta\vec{x} \end{aligned}$$

- **Stretch**: relative change in length:

$$\frac{|\Delta f|^2}{|\Delta x|^2} \approx \frac{\Delta\vec{x}^T * (J_f^T J_f) * \Delta\vec{x}}{\Delta\vec{x}^T * \Delta\vec{x}}$$



[http://www.yankodesign.com/images/design\\_news/2011/06/09/elastic\\_exerciser.jpg](http://www.yankodesign.com/images/design_news/2011/06/09/elastic_exerciser.jpg)

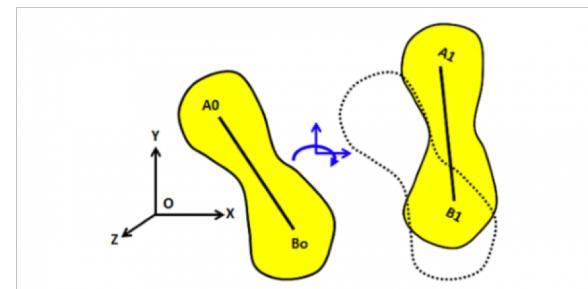
# Rigid-Body Deformation

- Transformation:

$$f(\vec{x}) = R\vec{x} + T$$

- $R$ : rotation (constant)
- $T$ : translation.

- $J_f = R$ , and then  $J_f^T J_f = I$ .
- No stretch!



<http://www.stressebook.com/wp-content/uploads/2015/03/Rigid-Body-Modes-600x300.png>

# Cauchy-Green Deformation Tensor

- $(J_f^T J_f)_{d \times d}$  is the (right) Cauchy-Green tensor.
- Interpretation: for direction  $\hat{d}$ , we get:  
$$|\nabla_{\vec{d}}(f(x))|^2 \approx \hat{d}^T \cdot (J_f^T J_f) \cdot \hat{d}$$
- In words: the CG tensor measures the ratio of change in squared length in a direction.

# The Green-Lagrange Strain Tensor

- Measures the **deviation from rigidity**:

$$\mathbf{E}_{3 \times 3} = \frac{1}{2} (\mathbf{J}_f^T \mathbf{J}_f - \mathbf{I})$$

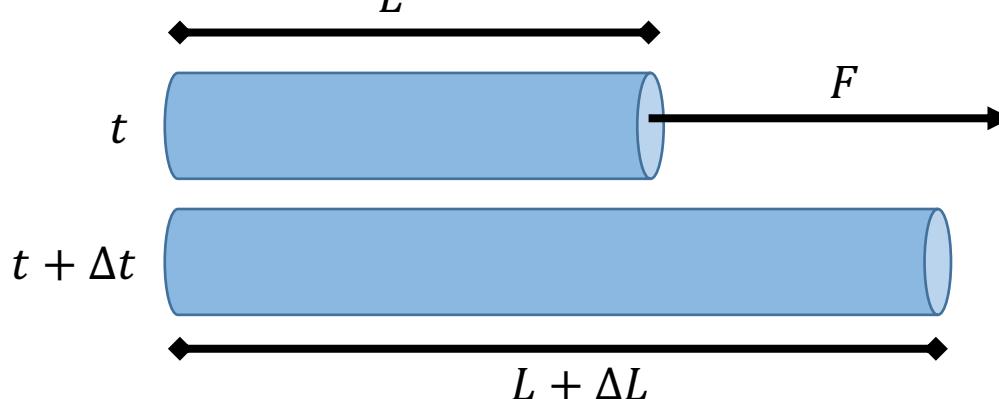
- Gives “0” for rotations.
  - Rather than “1” in the CG tensor.

- In deformation field terms ( $\mathbf{J}_f = \mathbf{J}_u + \mathbf{I}_{d \times d}$ ):

$$\mathbf{E} = \frac{1}{2} (\mathbf{J}_u^T \mathbf{J}_u + \mathbf{J}_u + \mathbf{J}_u^T)$$

# Strain

- The fractional deformation  $\epsilon = \Delta L/L$ 
  - Dimensionless (a ratio).
  - How much a deformation **differs** from rigidity in a given direction:
    - **Negative**: compression
    - **Zero**: rigid
    - **Positive**: stretch
- In 1D: 
$$\frac{|\Delta f|}{|\Delta x|} = \frac{\Delta L + L}{L} = 1 + \epsilon$$



$$\mathbf{E}_{3 \times 3} = \frac{1}{2} (\mathbf{J}_f^T \mathbf{J}_f - I)$$

# GL Tensor and Strain

- For Strain  $\epsilon = \Delta L/L$  in (unit length) direction  $\hat{d}$ :

$$\hat{d}^T \mathbf{E} \hat{d} = \epsilon + \frac{1}{2} \epsilon^2$$

- **Problem:** the GL strain tensor is nonlinear in the deformation  $f$  (or the deformation field  $u$ ).
- **Approximation:** the infinitesimal strain tensor:

$$\boldsymbol{\epsilon} = \frac{1}{2} (\mathbf{J}_u^T \mathbf{J}_u + \mathbf{J}_u + \mathbf{J}_u^T) \approx \frac{1}{2} (\mathbf{J}_u + \mathbf{J}_u^T)$$

Where  $\hat{d}^T \mathbf{E} \hat{d} \approx \epsilon$ .

# The Infinitesimal Strain Tensor

- A.K.A. Cauchy's strain tensor:

$$\boldsymbol{\varepsilon} = \frac{1}{2} (J_u + J_u^T) = \frac{1}{2} (J_f + J_f^T) - I$$

- So that for unit direction  $\vec{d}$ :

$$\epsilon_d = \hat{d}^T \boldsymbol{\varepsilon} \hat{d}$$

- The Strain tensor is not rotation invariant!
- Good for small deformations  $|J_u| \ll 1$ .

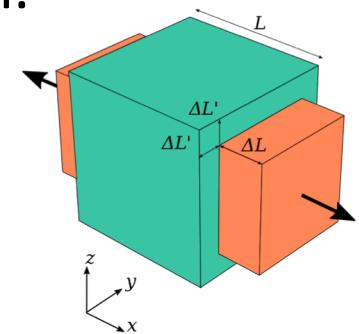
# Poisson's ratio

- Strain in one direction usually causes compression in another.
- Poisson's ratio: the ratio of transversal to axial strain:

$$\nu = -\frac{d \text{ [transversal strain]}}{d \text{ [axial strain]}}$$

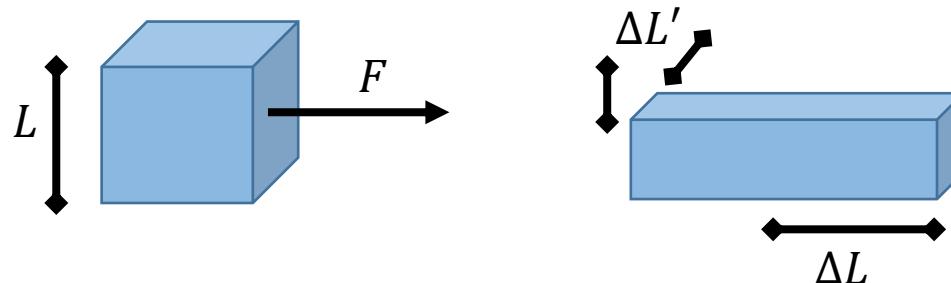
- Equals 0.5 in perfectly incompressible material.
- If the force is applied along  $x$ :

$$\nu = -\frac{d\epsilon_y}{d\epsilon_x} = -\frac{d\epsilon_z}{d\epsilon_x}$$



# Poisson's ratio

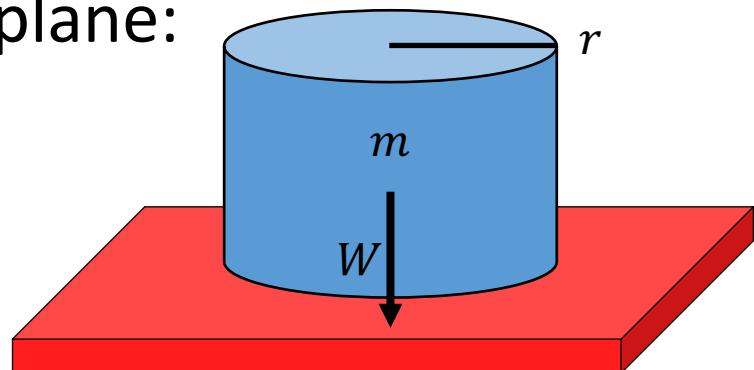
- Example of a cube of size  $L$ .
- Average strain in each direction:  $\nu \approx \frac{\Delta L'}{\Delta L}$ 
  - Approximate, because true for small elements and deformation.



# Stress

- **Magnitude** of applied force per **area of application**.
  - large value  $\Leftrightarrow$  force is large or surface area is small
- **Pressure measure**  $\vec{\sigma}$ .
- Unit: Pascal:  $[Pa] = [\frac{N}{m^2}]$
- Example: gravity stress on plane:

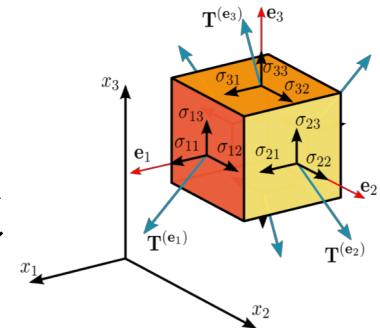
$$\vec{\sigma} = m\vec{g}/(\pi r^2)$$



# The Linear Stress Tensor

- Measuring stress for each (unit) direction  $\hat{n}$  in an infinitesimal volume element:

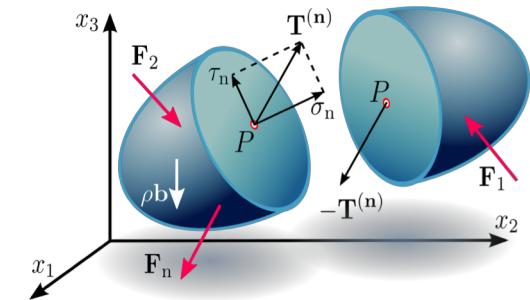
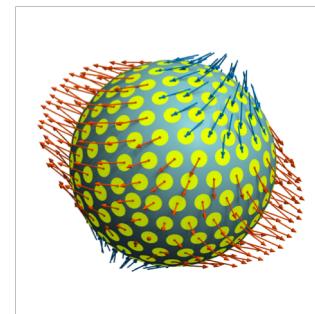
$$\sigma(\hat{n}) = \begin{pmatrix} \sigma_{xx} & \sigma_{yx} & \sigma_{zx} \\ \sigma_{xy} & \sigma_{yy} & \sigma_{zy} \\ \sigma_{xz} & \sigma_{yz} & \sigma_{zz} \end{pmatrix} \hat{n} = \boldsymbol{\sigma} \hat{n}$$



- Note that  $\boldsymbol{\sigma}\hat{n}$  is not necessarily parallel to  $\hat{n}$ !

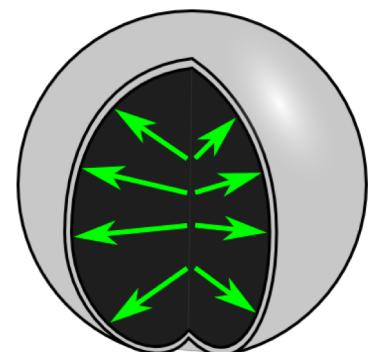
$$\boldsymbol{\sigma}\hat{n} = \langle \boldsymbol{\sigma}\hat{n}, \hat{n} \rangle \hat{n} + \tau$$

normal  
stress              shear  
stress



# Body Material

- The amount of stress to produce a strain is a property of the material.
- **Isotropic materials:** same in all directions.
- **Modulus:** a ratio of **stress** to **strain**.
  - Usually in a linear direction, along a planar region or throughout a volume region.
    - Young's modulus, Shear modulus, Bulk modulus
  - Describing the material reaction to stress.



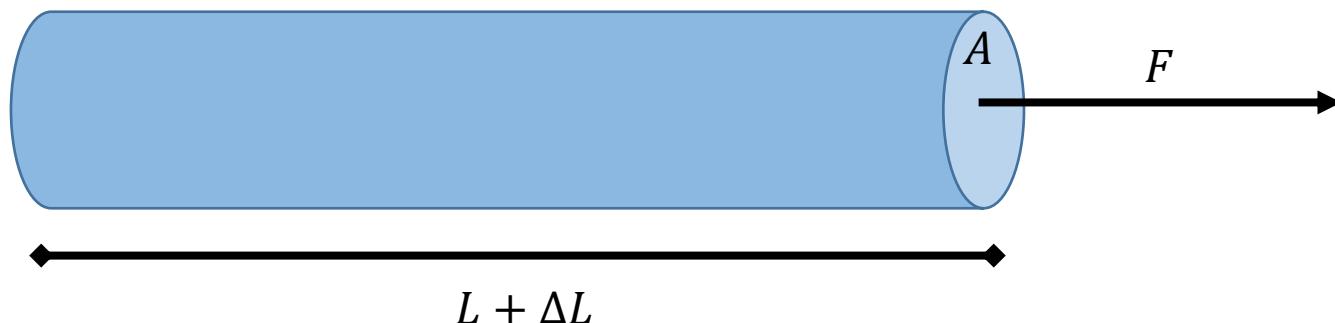
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# Young's Modulus

- Defined as the ratio of linear stress to linear strain:

$$Y = \frac{\text{linear stress}}{\text{linear strain}} = \frac{F/A}{\Delta L/L}$$

- Example:

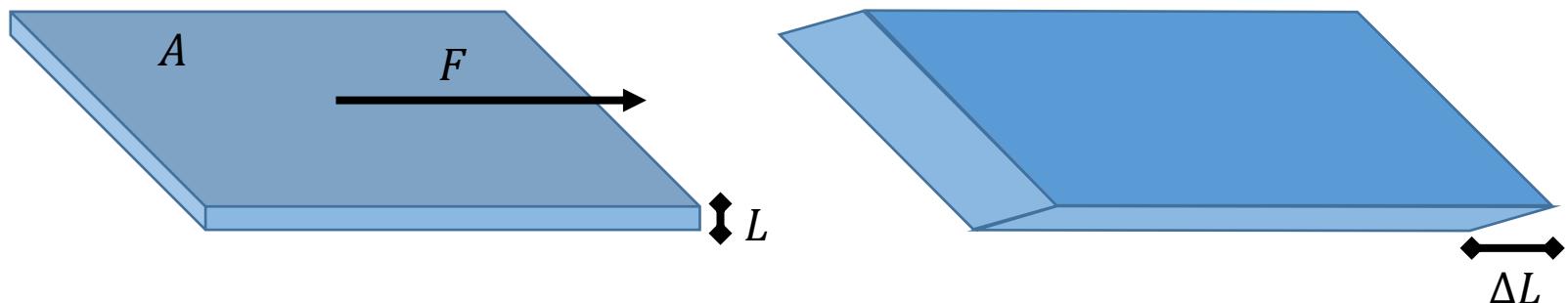


# Shear modulus

- The ratio of **planar stress** to **planar strain**:

$$S = \frac{\text{planar stress}}{\text{planar strain}} = \frac{F/A}{\Delta L/L}$$

- Example:

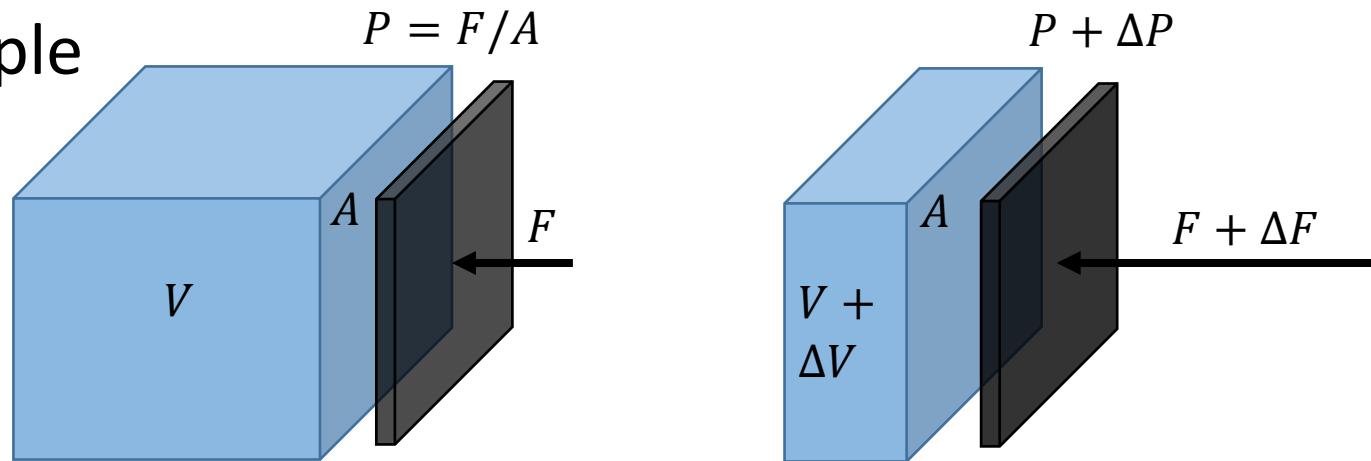


# Bulk modulus

- The ratio of **volume stress** to **volume strain** (inverse of compressibility):

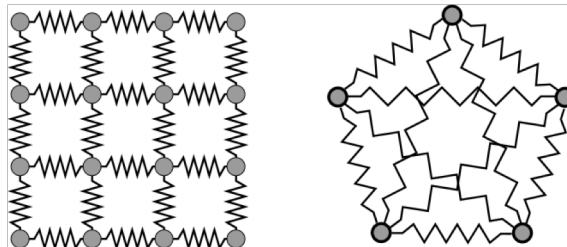
$$B = \frac{\text{volume stress}}{\text{volume strain}} = \frac{\Delta P}{\Delta V/V}$$

- Example

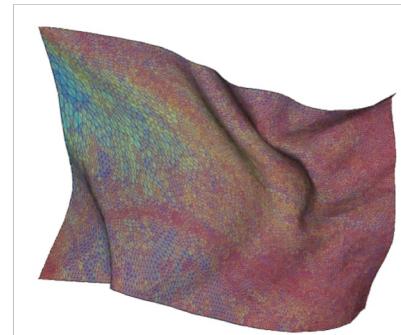


# Linear Elasticity

- Stress and strain are related by Hooke's law
  - Remember  $F = -k\Delta x$ ?
- Reshape tensors to vector form:
- $\bar{\sigma} = (\sigma_{xx}, \sigma_{xy}, \dots, \sigma_{zz})$ , and similarly for  $\bar{\epsilon}$ .
- Then the stiffness tensor  $\mathbf{C}_{9x9}$  holds:  
$$\bar{\sigma} = \mathbf{C}\bar{\epsilon}$$



[https://people.eecs.berkeley.edu/~sequin/CS184/TOPICS/SpringMass/Spring\\_mass\\_2D.GIF](https://people.eecs.berkeley.edu/~sequin/CS184/TOPICS/SpringMass/Spring_mass_2D.GIF)



Brown et al. "Resampling Adaptive Cloth Simulations onto Fixed-Topology Meshes"

# Hyperelastic Materials

- Seek to return to their “rest shape”.
  - Have a potential deformation energy
- Spring energy:  $E_s = \frac{1}{2} k \|x - x_0\|^2$ .
- **Underlying assumption:** deformation energy is not path-dependent!

# Linear Elasticity Energy

- One Possibility is:  $E = \frac{1}{2} \int_T \langle \bar{\sigma}, \bar{\epsilon} \rangle dV$ .
  - Possibilities depend on the type of Stress\Strain tensors to use.
  - This one is popular for linear elasticity with FEM.
- We get:

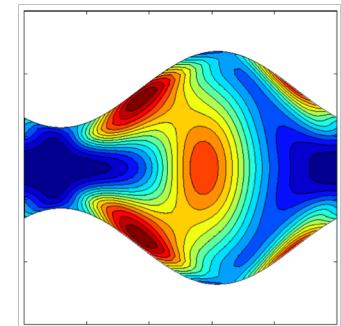
$$E = \frac{1}{2} \int_T \bar{\epsilon} \mathbf{C} \bar{\epsilon} dV$$

# Dynamic Elastic Materials

- For every point  $q$ , The PDE is given by

$$\rho * \frac{d^2 \vec{u}}{dt^2} = \nabla \cdot \sigma + \vec{F}$$

- $\rho$ : the **density** of the material.
- $\nabla \cdot \sigma = (\partial/\partial x, \partial/\partial y, \partial/\partial z) * \sigma$  is the **divergence** of the stress tensor (modeling internal forces).
- $F$ : external **body forces** (per point)
- Generalized **Newton's 2<sup>nd</sup> law!**
  - Remember  $F = ma$ ?
  - Similar, in elasticity language.



<http://www.cims.nyu.edu/cmcl/ComplexFluids/Images/OB-Pump.png>