

# Physically-based simulation in Computer Graphics

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# SERIE 1

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First lets do a sketch as seen in figure 0.1 to omit any misunderstanding of the problem. We would like to find the constants  $c_1, c_2$  of the equation

$$y(t) = c_1 e^{\alpha t} \cos(\beta t) + c_2 e^{\alpha t} \sin(\beta t) - L - \frac{mg}{k}, \quad (1)$$

where the constraints are the rest state initial conditions, which means there is no energy in the system except gravitational energy at  $t = 0$ . This has the same physical meaning as the spring having its rest length  $L$ <sup>1</sup> and no kinetic energy at  $t = 0$ . This can be expressed as

$$y(t = 0) = -L, \quad (2)$$

and

$$\dot{y}(t = 0) = 0. \quad (3)$$

The position of  $p_2$  computed with the given solution Eq. 1 is

$$y(t = 0) = c_1 - L - \frac{mg}{k}. \quad (4)$$

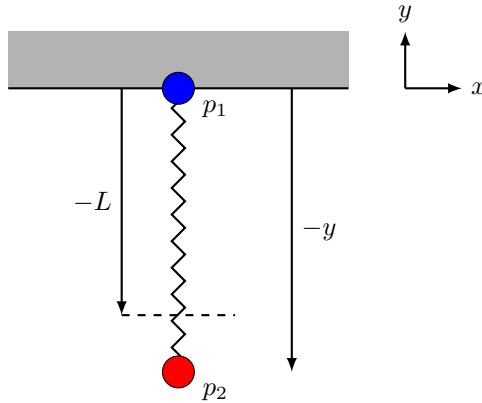


Figure 0.1: Sketch of the spring problem,  $p_2$  being not in rest state.

Comparing Eq. 2 and Eq. 4 gives us

$$c_1 = \frac{mg}{k}. \quad (5)$$

To get  $c_2$  we need to compute  $\dot{y}(t=0)$  from Eq. 1

$$\dot{y}(t=0) = \left( c_1\alpha + c_2\beta - L - \frac{mg}{k} \right), \quad (6)$$

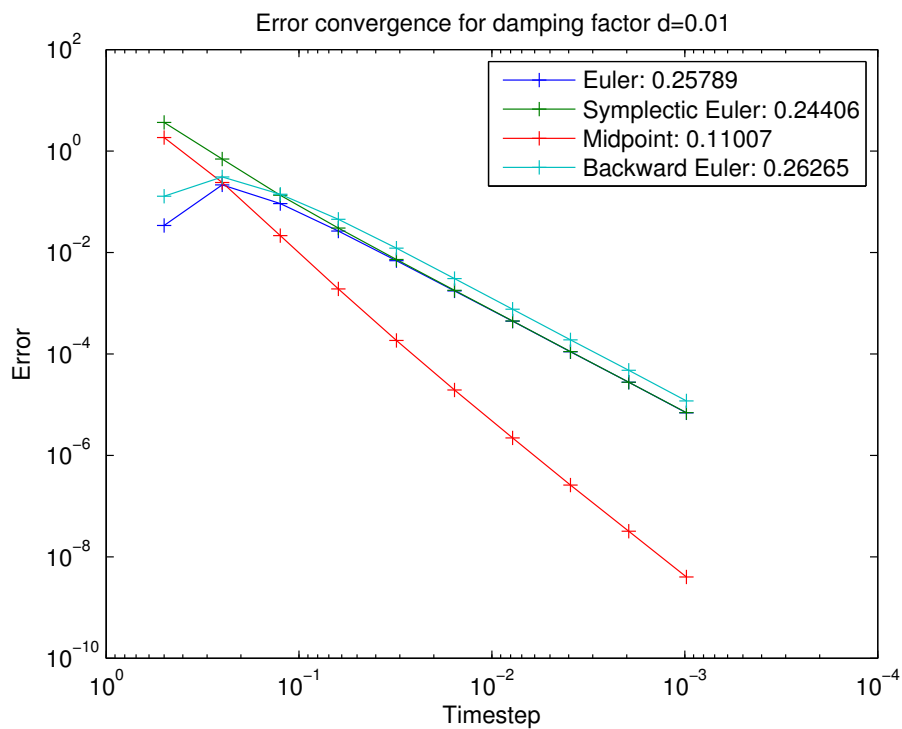
where  $c_1 = mg/k$  leads to

$$\dot{y}(t=0) = \frac{mg}{k}\alpha + c_2\beta - L - \frac{mg}{k}. \quad (7)$$

Using the constraint in Eq. 3 finally gives us

$$c_2 = \frac{mg}{\beta k}(1 - \alpha) + \frac{L}{\beta}. \quad (8)$$

i++i

Figure 0.2:  $\mathcal{J}++\mathcal{J}$

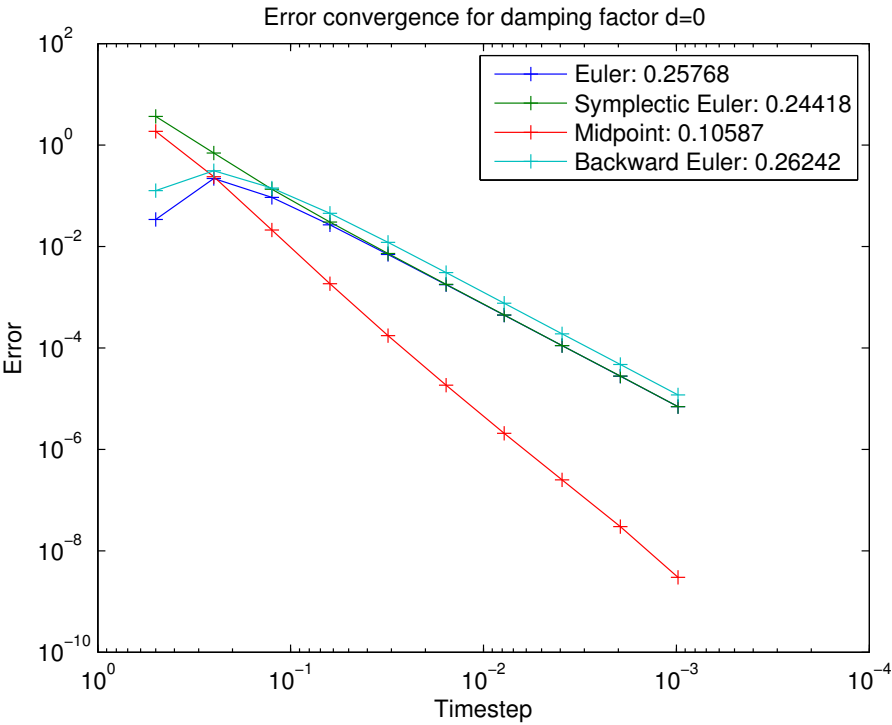


Figure 0.3



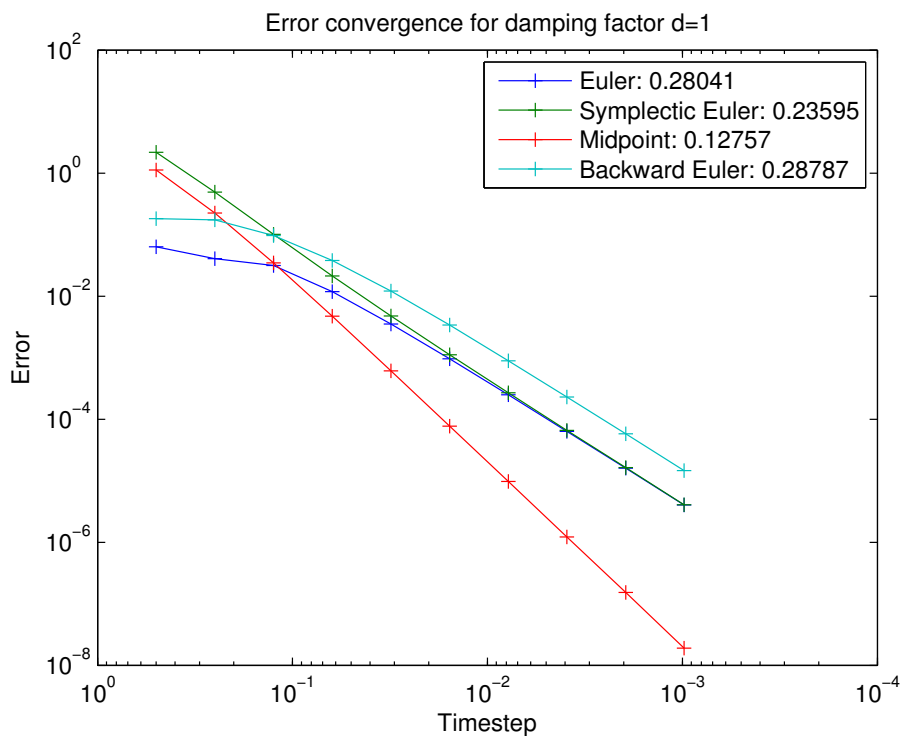


Figure 0.4

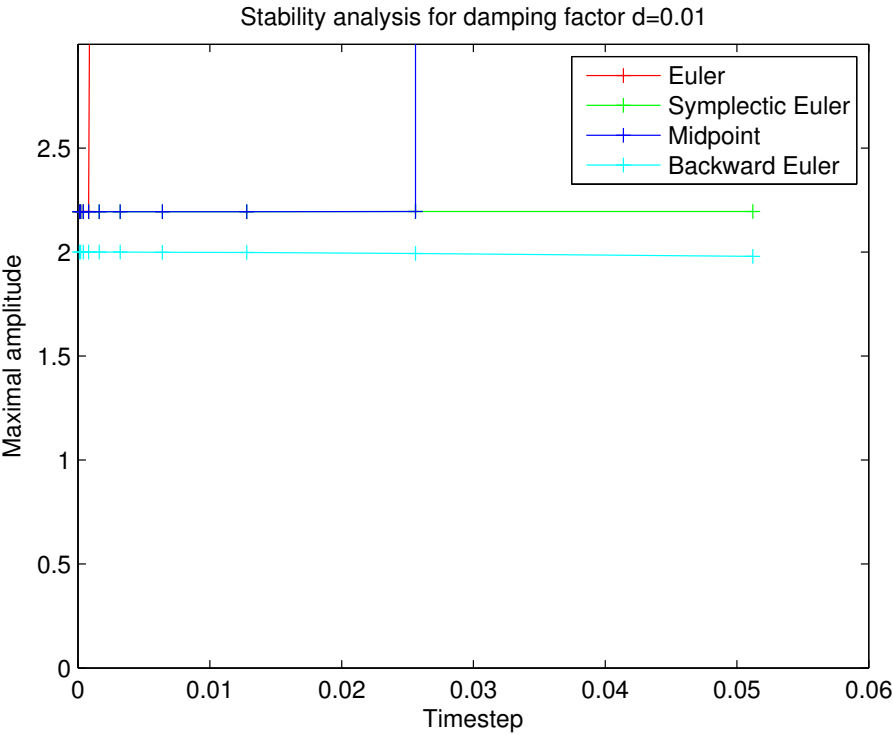


Figure 0.5

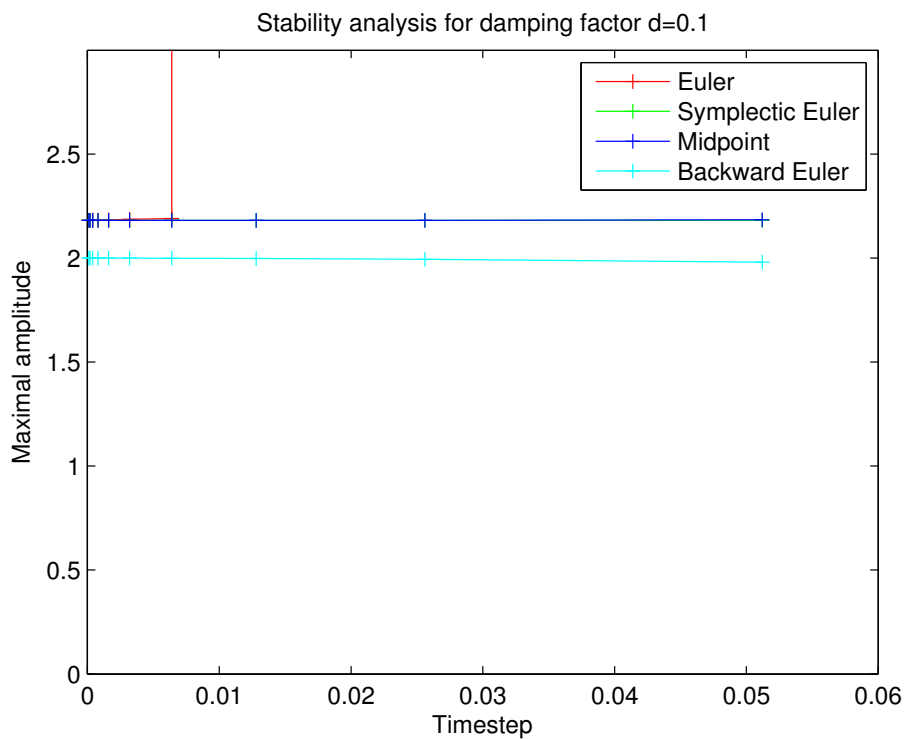


Figure 0.6

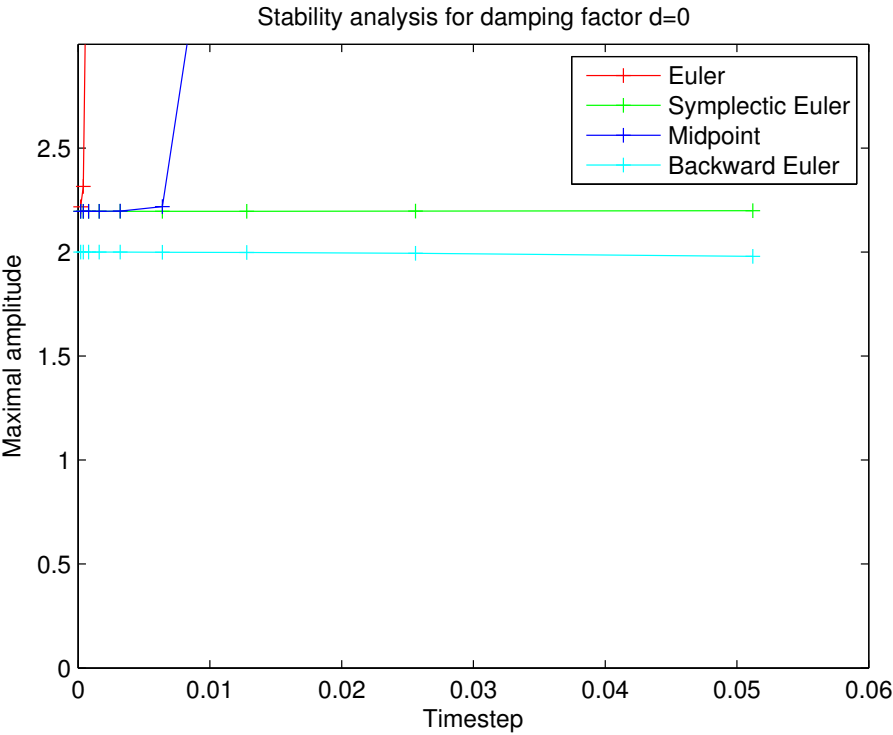


Figure 0.7

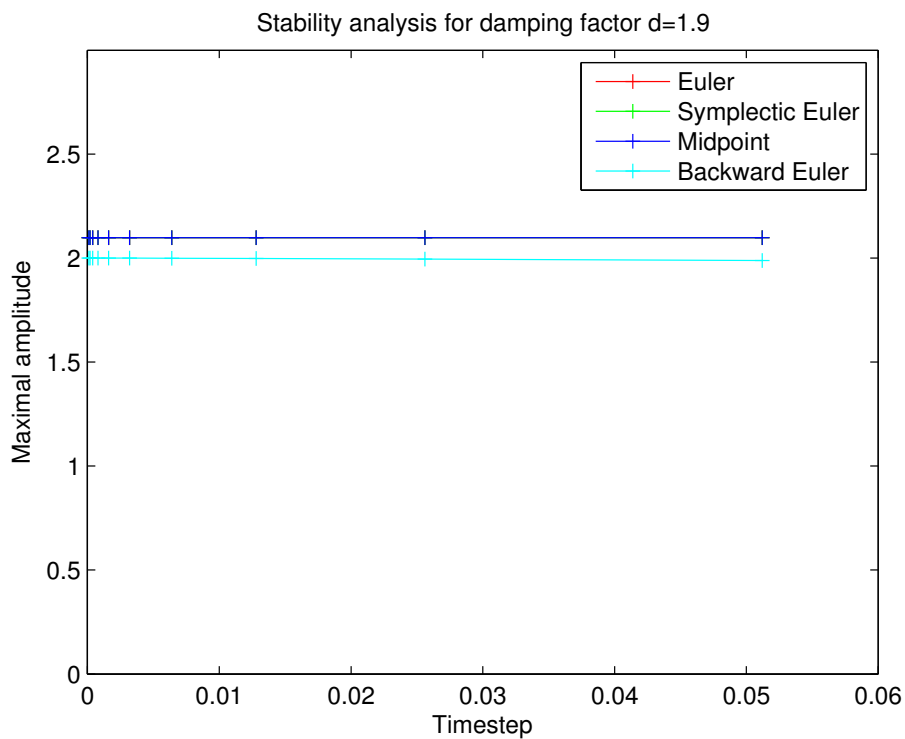


Figure 0.8