Computer Graphics Term Project Proposal

Team Members: Anli Ji, Xitu Chen

Project Title: Jiggle Body Simulator

Project Description:

We would like to utilize WebGL to create an interactive soft body simulation. A round piece of jello will be modeled in Maya and ported in using the three.js library, and the user will be able to use the cursor to click and drag the surface of the object. On release of the mouse click we will simulate the jiggling motion as the jello return to its original shape before deformation. An auxiliary functionality we plan on creating is having a color palette and allowing the user to color vertices on the surface as they like.