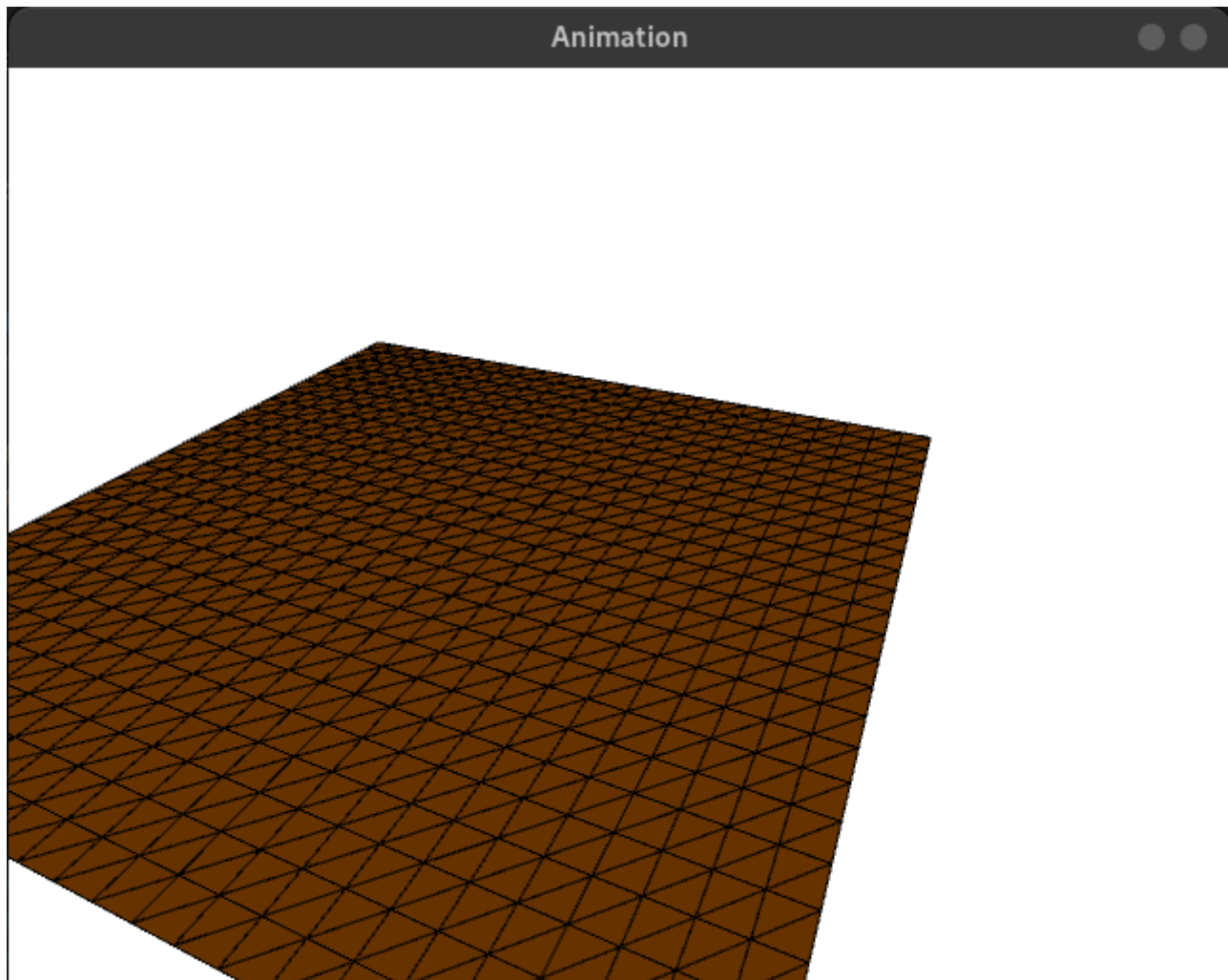


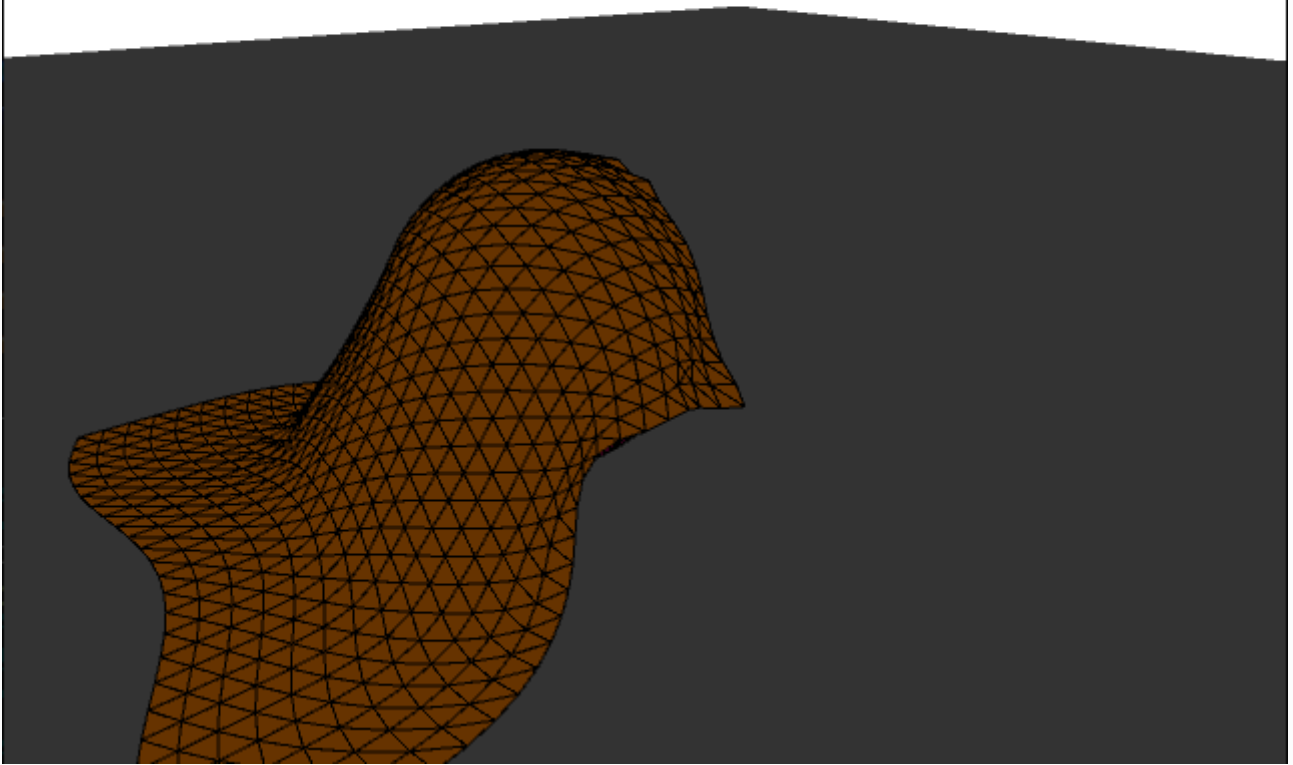
**Authors:**

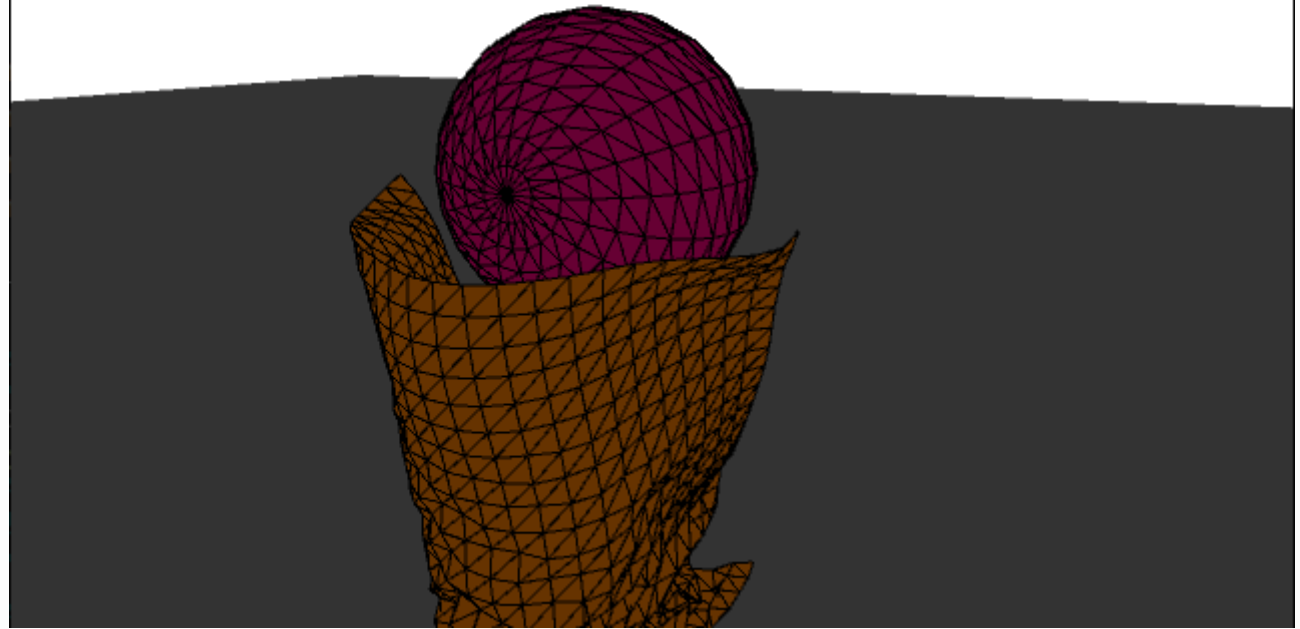
**Geetansh Juneja (2020CS50649)**

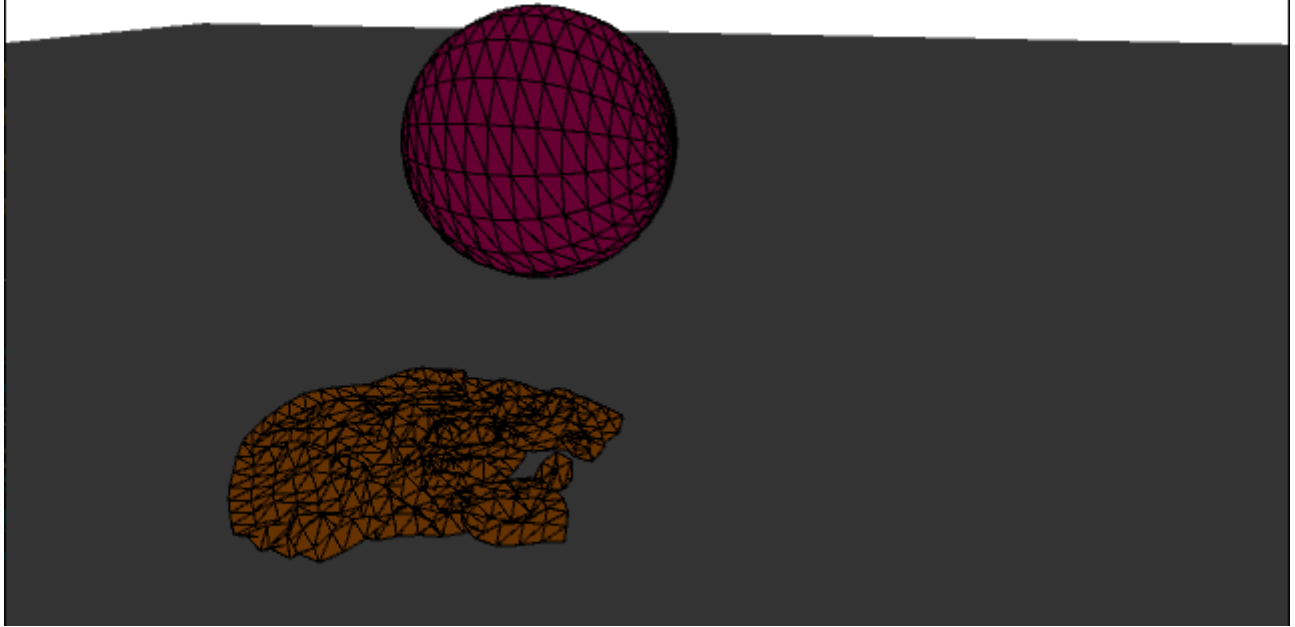
**Yatharth Kumar (2020CS10413)**

**Frames**

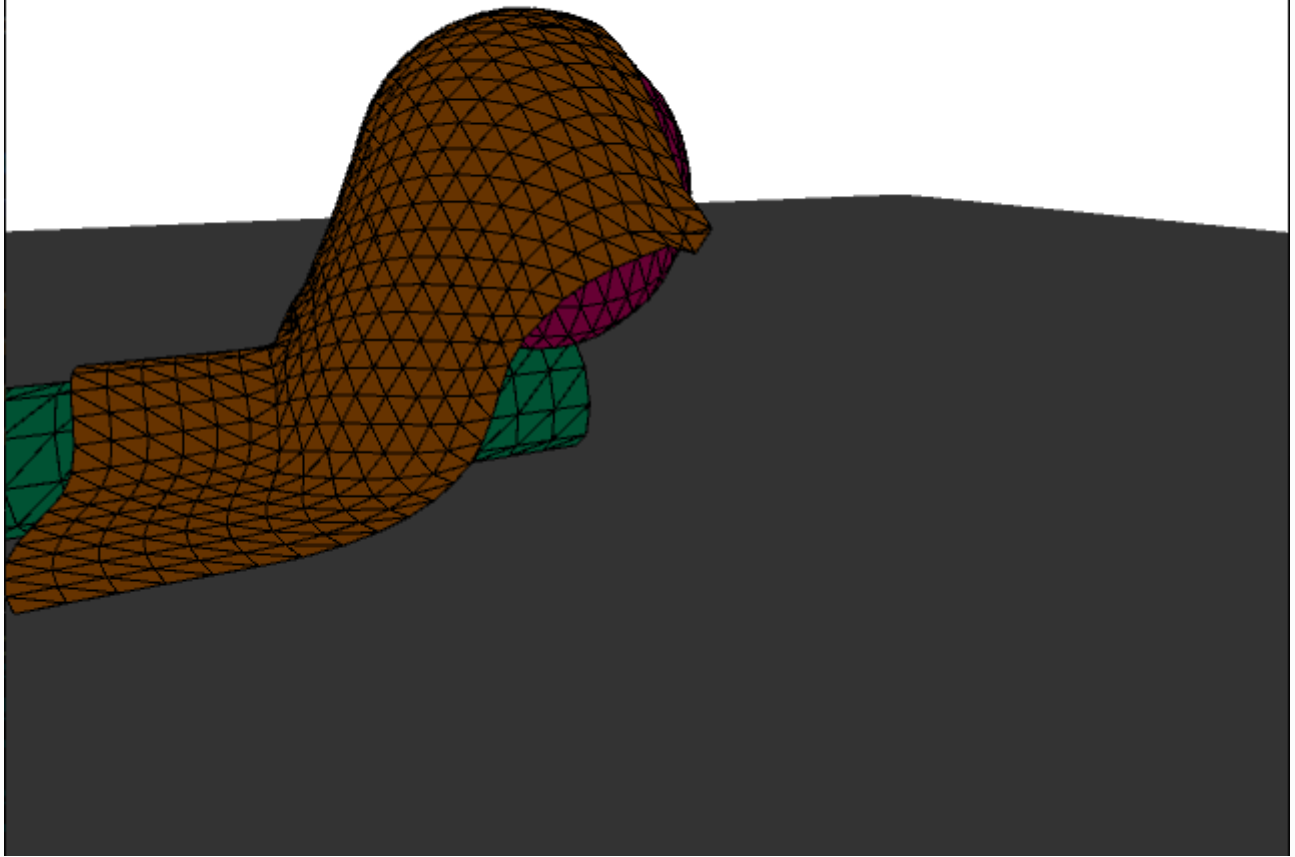




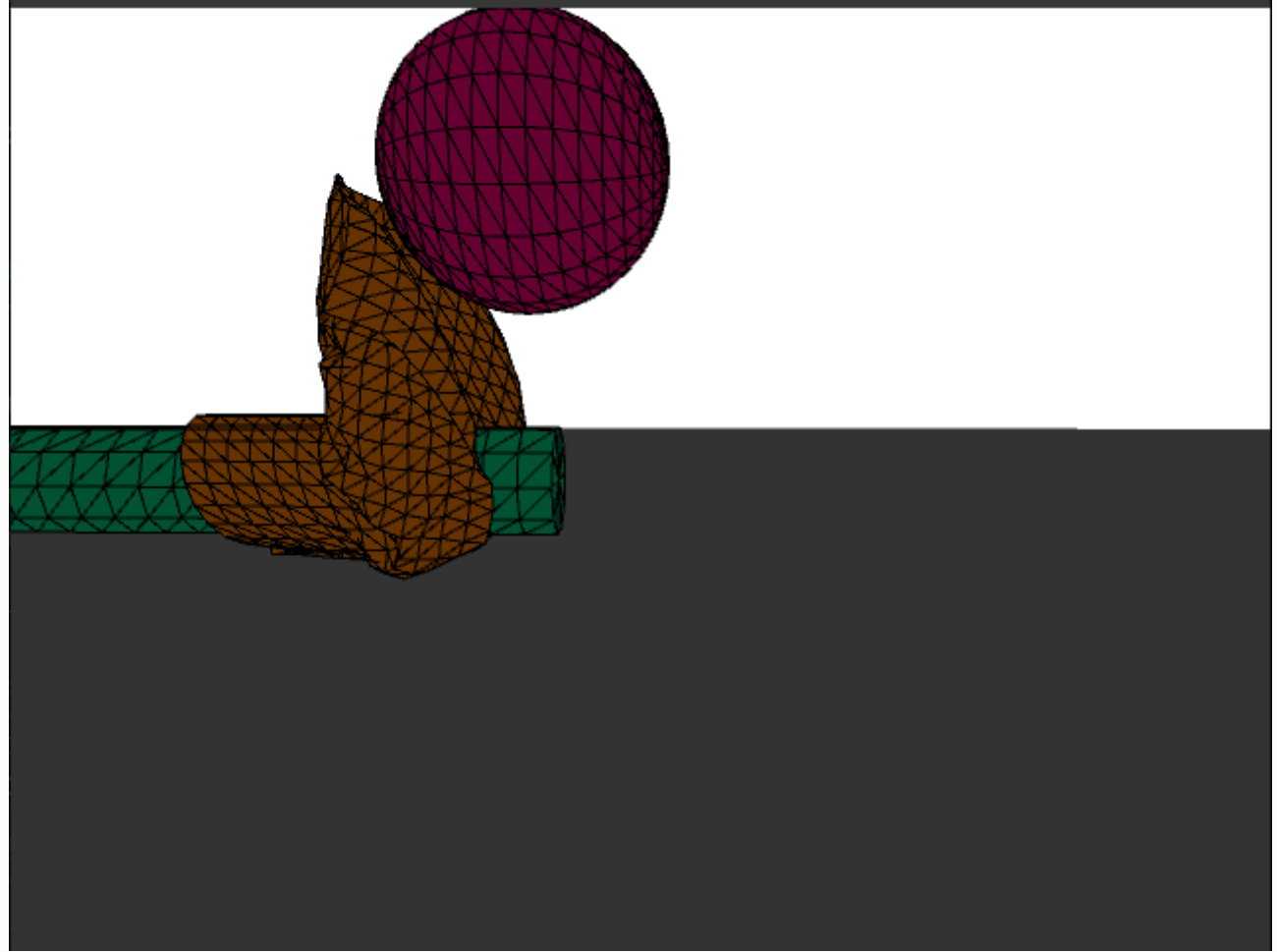




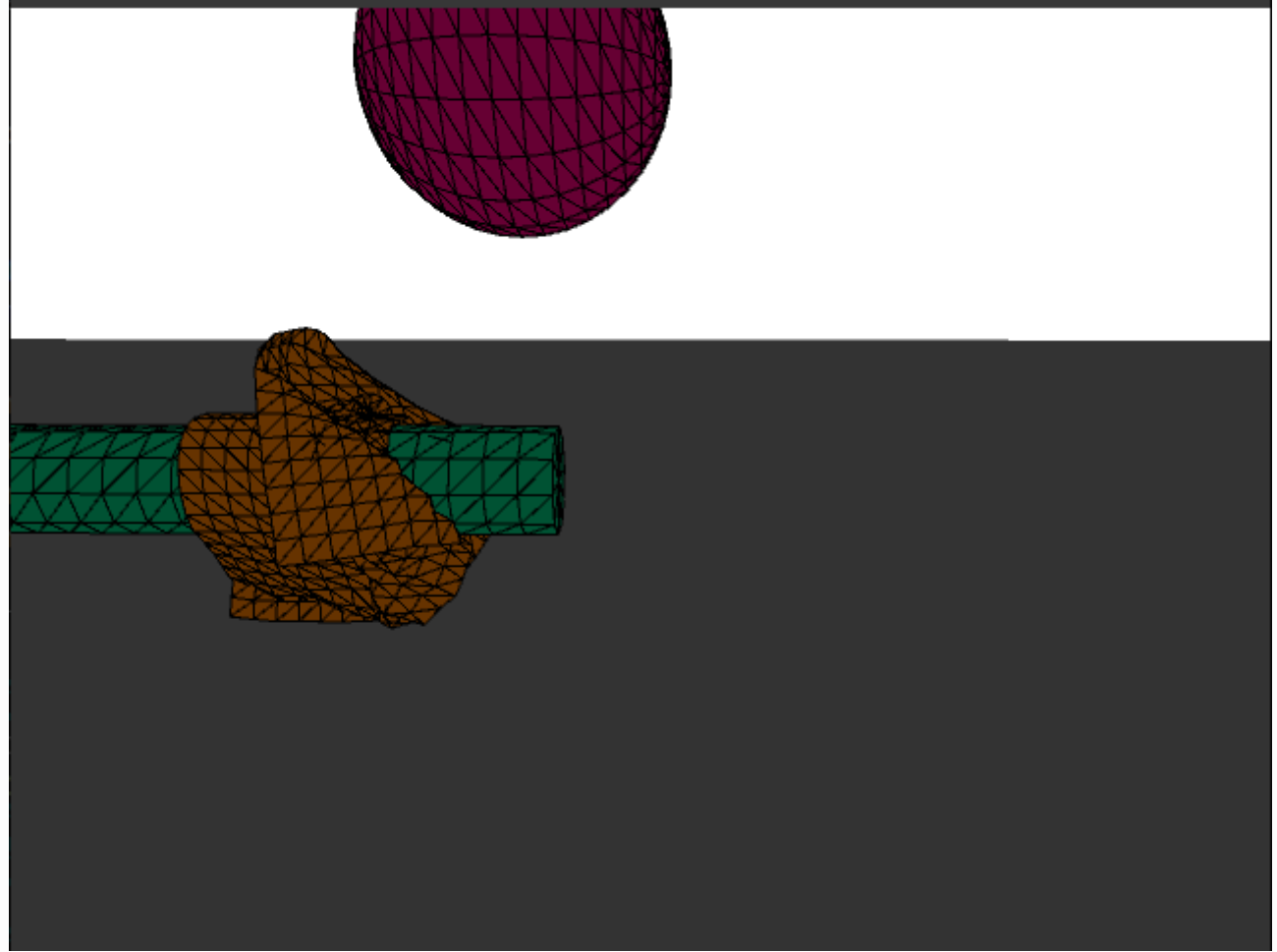
## Animation

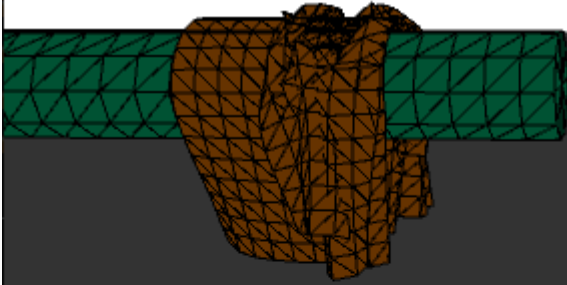


# Animation

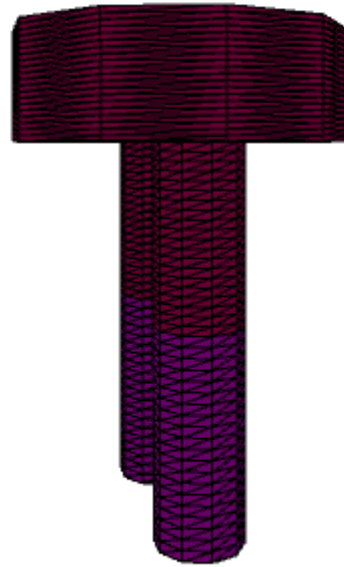


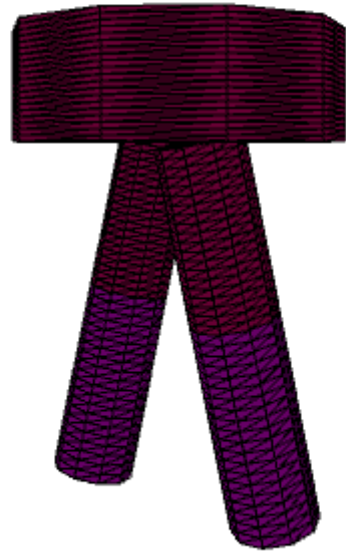
# Animation

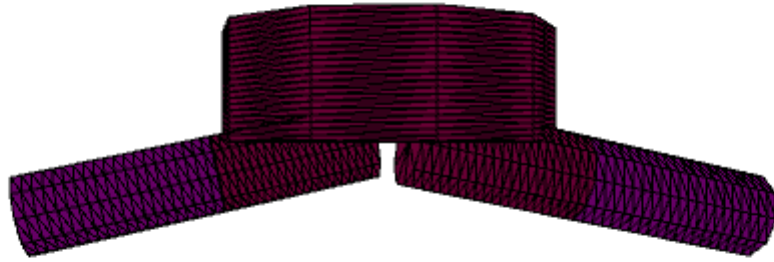




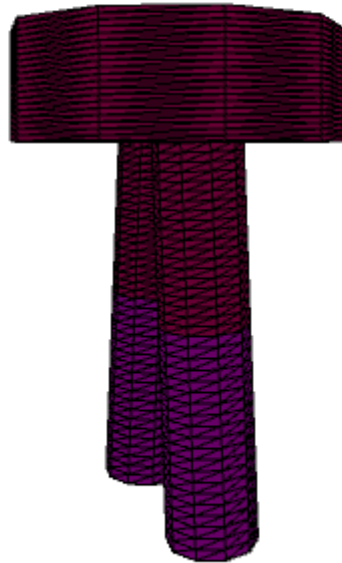












### Implementation Choices

We have implemented PBD (Particle Based Dynamics) to simulate cloth.

### Link to videos

[https://drive.google.com/drive/folders/14D5RQBes9j5tvfe5LTCbZd6XVoxel7Rk?usp=share\\_link](https://drive.google.com/drive/folders/14D5RQBes9j5tvfe5LTCbZd6XVoxel7Rk?usp=share_link)