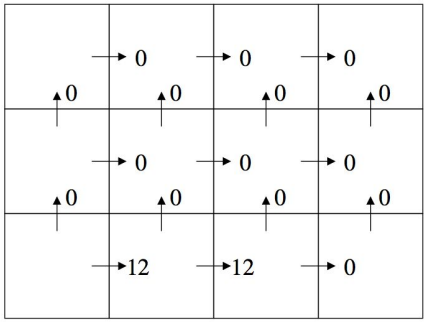
Fracture & Tetrahedral Models

Pop Worksheet!

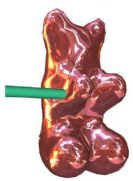
Teams of 2. Hand in to Jeramey after we discuss.

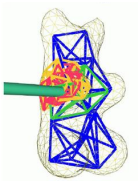
What are the horizontal and face velocities after 1, 2, and many iterations of divergence adjustment for an incompressible fluid?

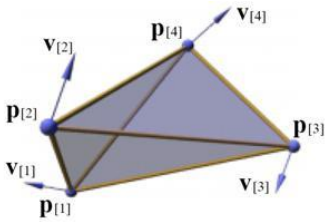


Last Time?

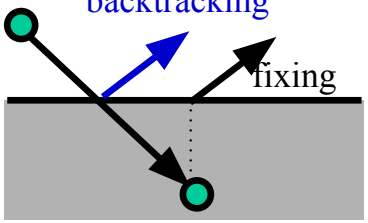
- Rigid Body
- Collision Response
- Finite Element Method
  - Stress/Strain
- Deformation
  - Level of Detail







backtracking



Today

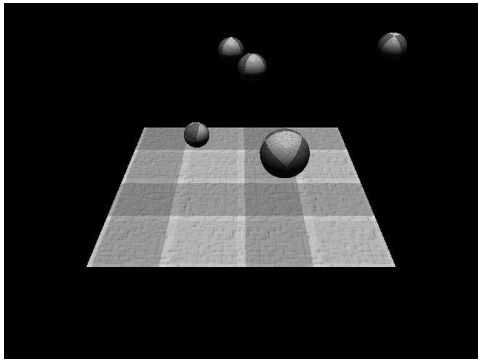
- Continuing from Last Time...
  - Collision Response
  - Non-Rigid Objects
  - Finite Element Method
- Useful & Related Term Definitions
- "Graphical Modeling and Animation of Brittle Fracture"
- "Dynamic Real-Time Deformations using Space & Time Adaptive Sampling"
  - Level-of-Detail

Advanced Collisions

- What about Friction?
- Rolling objects?
- What if the contact between two objects is not a single point?
- What if more than two objects collide simultaneously?

Rigid Body Dynamics

- Physics
  - Velocity
  - Acceleration
  - Angular Momentum
- Collisions
- Friction

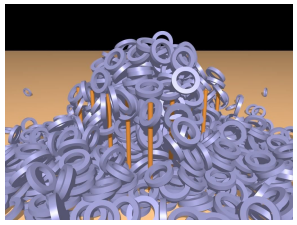


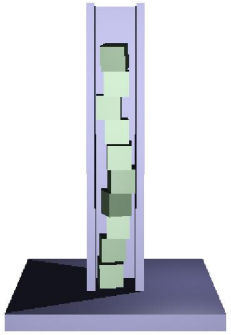
from: Darren Lewis
http://www-cs-students.stanford.edu/~dalewis/cs448a/rigidbody.html

Collisions

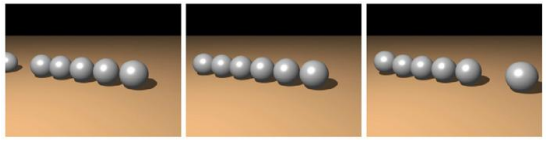
Victor J. Milenkovic & Harald Schmidl
Optimization-Based Animation
SIGGRAPH 2001

- We know how to simulate bouncing really well
- But resting collisions are harder to manage





Guendelman, Bridson & Fedkiw
Nonconvex Rigid Bodies with Stacking
SIGGRAPH 2003



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Simulation of Non-Rigid Objects

- We modeled string & cloth using mass-spring systems. Can we do the same?
- Yes…
- But a more physically accurate model uses *volumetric elements:*

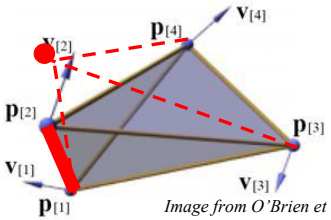
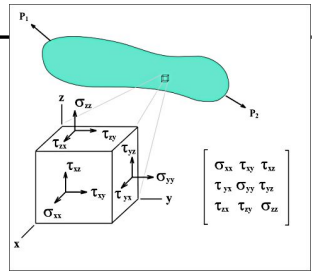


Image from O'Brien et al. 1999

Strain & Stress

- Stress
  - the internal distribution of forces within a body that balance and react to the loads applied to it
  - *normal stress & shear stress*
- Strain
  - material deformation caused by stress.
  - measured by the change in length of a line or by the change in angle between two lines

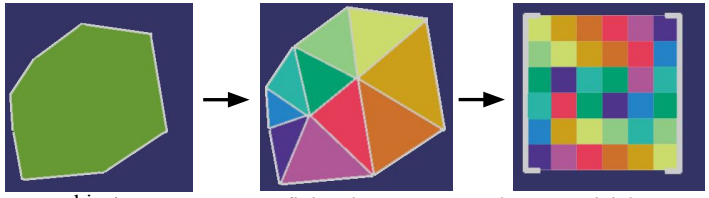


http://en.wikipedia.org/wiki/Image:Stress_tensor.png

$$\varepsilon = \frac{\Delta_l}{l_0}$$

Finite Element Method

- To solve the continuous problem (deformation of all points of the object)
  - Discretize the problem
  - Express the interrelationship
  - Solve a big linear system
- More principled than Mass-Spring



object | finite elements | large matricial system

Diagram from Debunne et al. 2001

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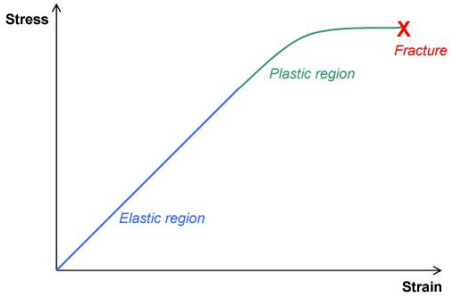
Misc. Definitions

- *Isotropic*: is a property which does not depend on the direction.
- *Anisotropic*: is a property which is directionally dependent.

Misc. Definitions

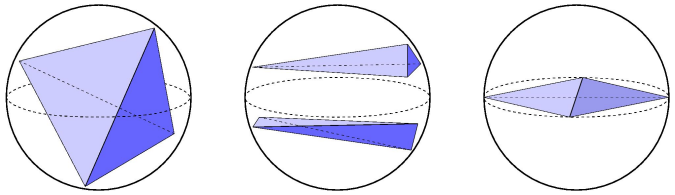
- *Elastic Deformation*: Once the forces are no longer applied, the object returns to its original shape.
- *Plastic Deformation*: An object in the plastic deformation range will first have undergone elastic deformation, which is reversible, so the object will return part way to its original shape.



http://en.wikipedia.org/wiki/Image:Stress-strain1.png

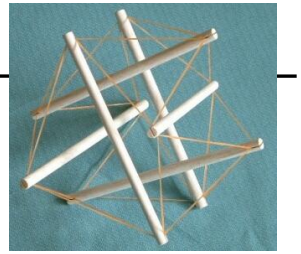
Misc. Definitions

- *Degenerate/Ill-conditioned Element*: a.k.a. how "equilateral" are the elements?
  - Ratio of volume^2 to surface area^3
  - Smallest *solid* angle
  - Ratio of volume to volume of smallest circumscribed sphere



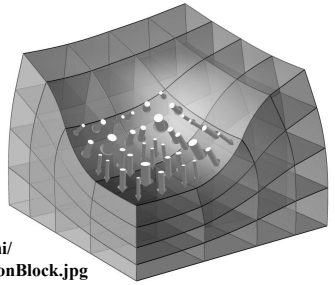
Misc. Definitions

- *Tension*: The direction of the force of tension is parallel to the string, away from the object exerting the stretching force.



http://fig.cox.miami.edu/~cmallery/255/255chem/tensegrity.sticks.jpg

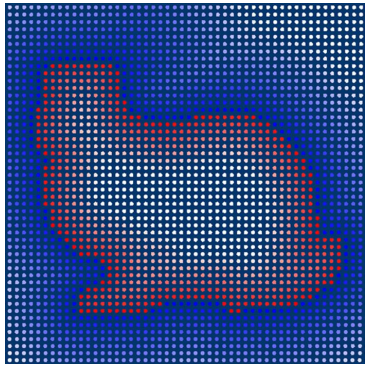
- *Compression*: resulting in reduction of volume



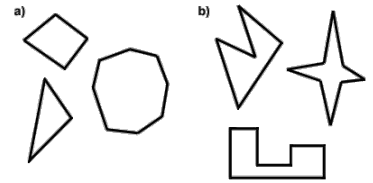
http://www.aero.polimi.it/~merlini/SolidMechanics-FiniteElasticity/CompressionBlock.jpg

Implicit Surfaces

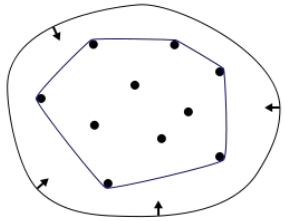
- For a sphere:
  $H(x,y,z) = x^2 + y^2 + z^2 - r^2$
- If $H(x,y,z) = 0$, on surface
- If $H(x,y,z) > 0$, outside surface
- If $H(x,y,z) < 0$, inside surface



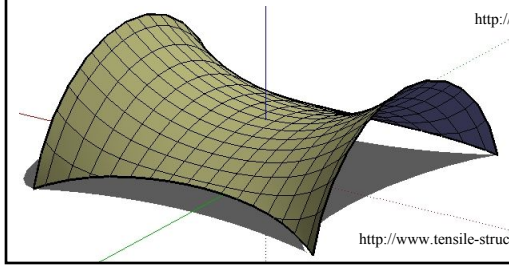
Convex vs. Non-Convex



http://img.sparknotes.com/figures/B/b333d91dce2882b2db48b8ad670cd15a/convexconcave.gif



http://en.wikipedia.org/wiki/File:ConvexHull.svg



http://www.tensile-structures.de/Bilder/SaddleSurface.jpg

Questions?

Today

- Continuing from Last Time...
  - Collision Response
  - Non-Rigid Objects
  - Finite Element Method
- Useful & Related Term Definitions
- "Graphical Modeling and Animation of Brittle Fracture"
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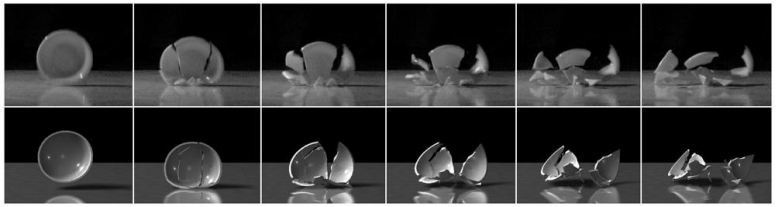
  - Level-of-Detail

Reading for Today:

- James O'Brien & Jessica Hodgins "*Graphical Modeling and Animation of Brittle Fracture*" SIGGRAPH 1999.



- Fracture threshhold
- Remeshing
  - need connectivity info!
- Material properties
- Parameter tuning

Fracture Opening Modes

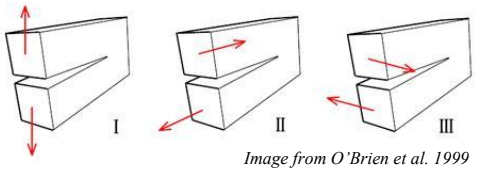
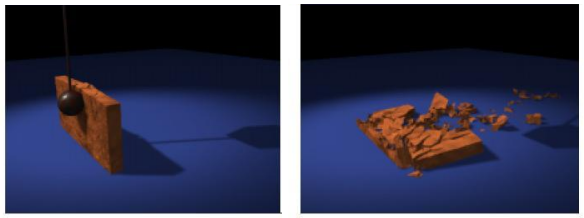
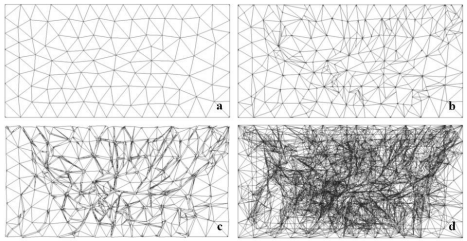


Image from O'Brien et al. 1999

Figure 6: Three loading modes that can be experienced by a crack. Mode I: Opening, Mode II: In-Plane Shear, and Mode III: Out-of-Plane Shear. Adapted from Anderson [1].

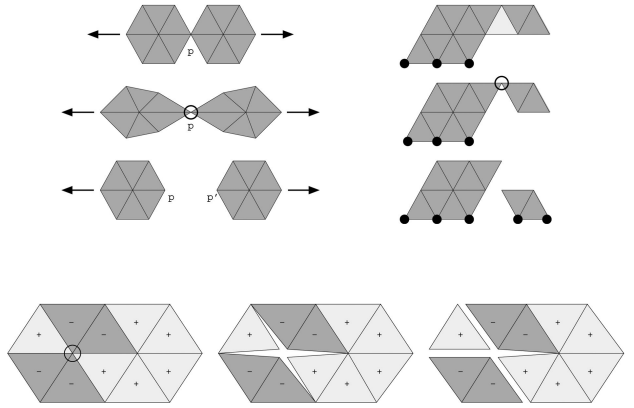
Local Mesh Refinement





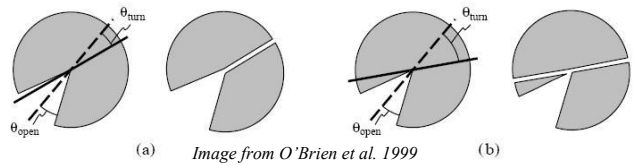
Images from O'Brien et al. 1999

Managing Fracture Adjacency

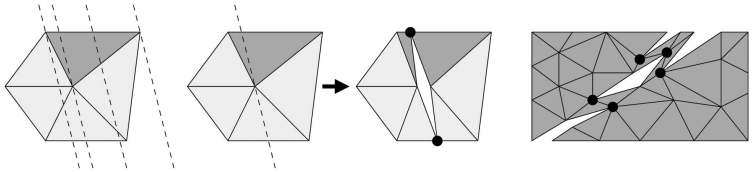


Fracture Propagation Difficulties

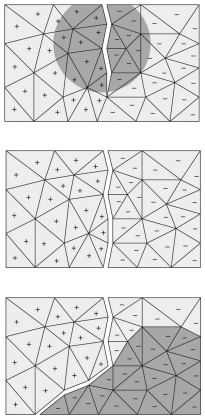
- Need to track direction of fracture propagation?



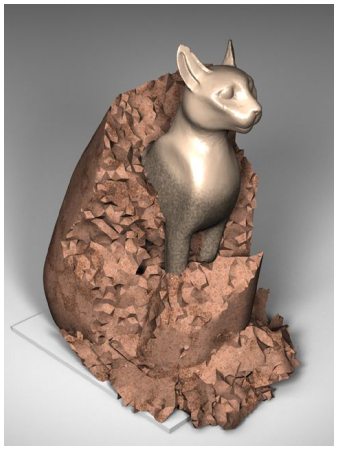
- Need to track crack tip?



Controlling Speed of Propagation



(*no remeshing*)



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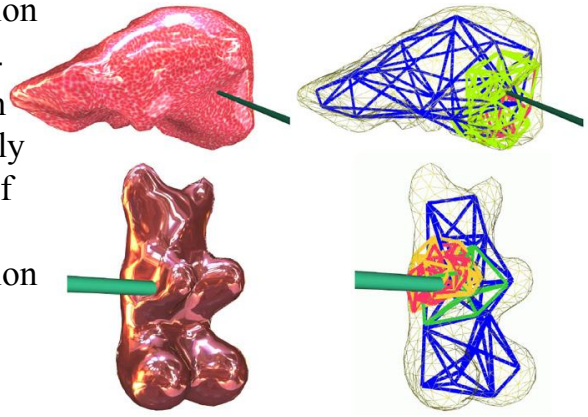
Level of Detail

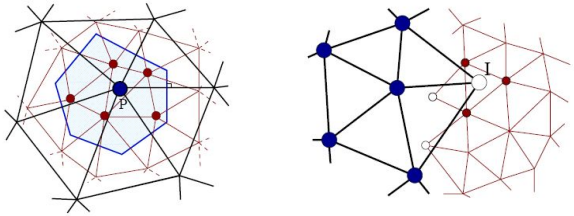
Gilles Debunne , Mathieu Desbrun, Marie-Paule Cani, & Alan H. Barr
Dynamic Real-Time Deformations using Space & Time Adaptive Sampling
SIGGRAPH 2001

- Interactive shape deformation
- Use high-resolution model only in areas of extreme deformation



Multi-Resolution Deformation

- Use Voronoi diagrams to match parent & child vertices.
- Interpolate values for inactive interface vertices from active parent/child vertices

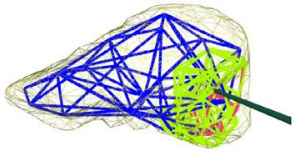


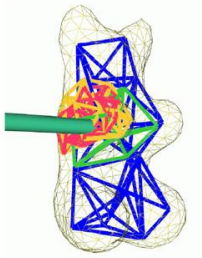
- *Need to avoid interference of vibrations between simulations at different resolutions*

Debunne et al. "Dynamic Real-Time Deformations using Space & Time Adaptive Sampling", 2001

Pre-computation & Simulation

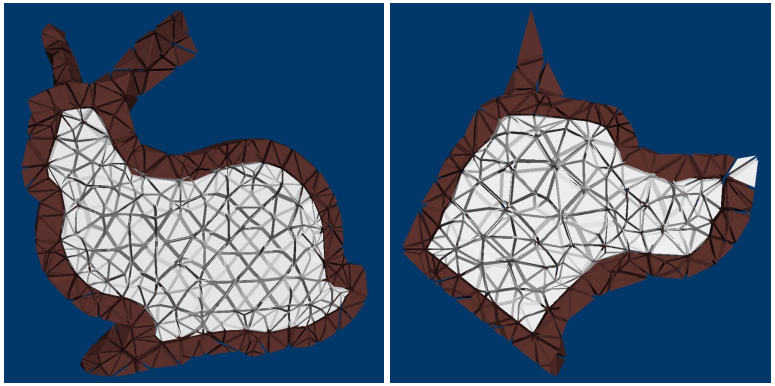
- FEM matrix pre-computed
- Level of detail coupling pre-computed for rest topology
- What to do if connectivity of elements changes?
  - Cloth is cut or torn
  - Surgery simulation



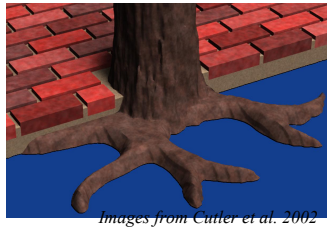


Multiple Materials

Mueller, Dorsey, McMillan, Jagnow, & Cutler
Stable Real-Time Deformations
Symposium on Computer Animation 2002



Tree Stump



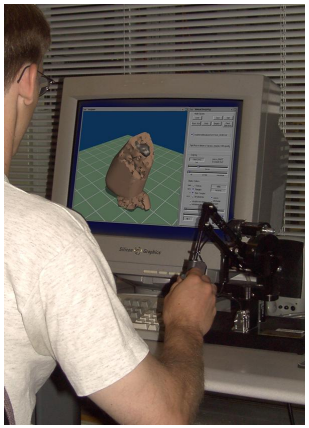
Images from Cutler et al. 2002

Image from Cutler et al. 2002

Image from Cutler et al. 2002

Haptic Device

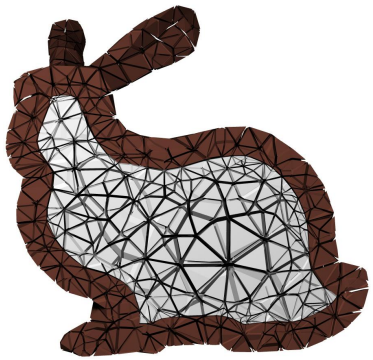
- "3D mouse" + force feedback
- 6 DOF (position & orientation)
- *requires 1000 Hz refresh*
  (*visual only requires ~30 Hz*)



Sensable's Phantom
http://www.sensable.com/

3D Mesh Simplification

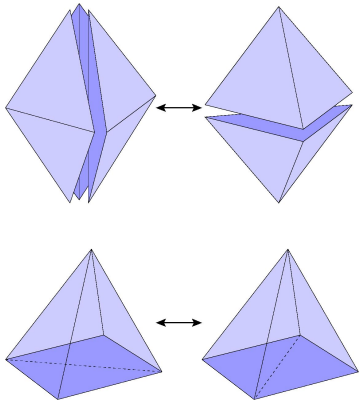
1,050K tetras
(133K faces)



10K tetras
(3K faces)

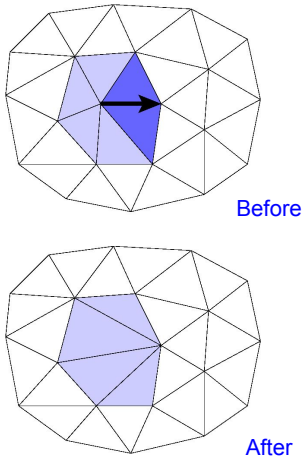
3D Mesh Operations

- Tetrahedral Swaps
  - Choose the configuration with the best local element shape
- Edge Collapse
- Vertex Smoothing
- Vertex Addition



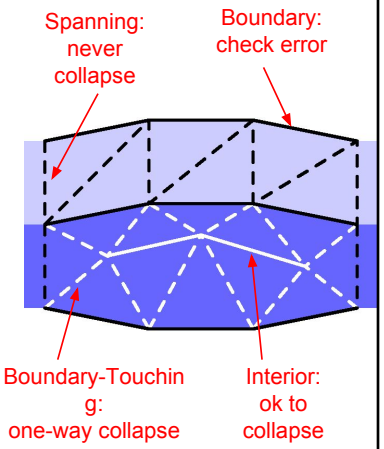
3D Mesh Operations

- Tetrahedral Swaps
- Edge Collapse
  - Delete a vertex & the elements around the edge
- Vertex Smoothing
- Vertex Addition



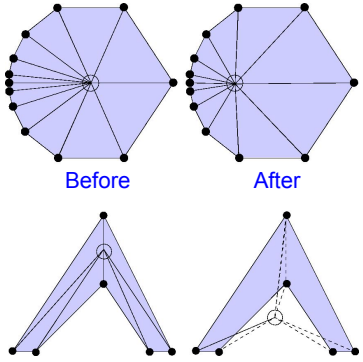
Prioritizing Edge Collapses

- Preserve topology
  - Thin layers should not pinch together
- Collapse weight
  - Edge length + boundary error
- No negative volumes
- Local element quality does not significantly worsen



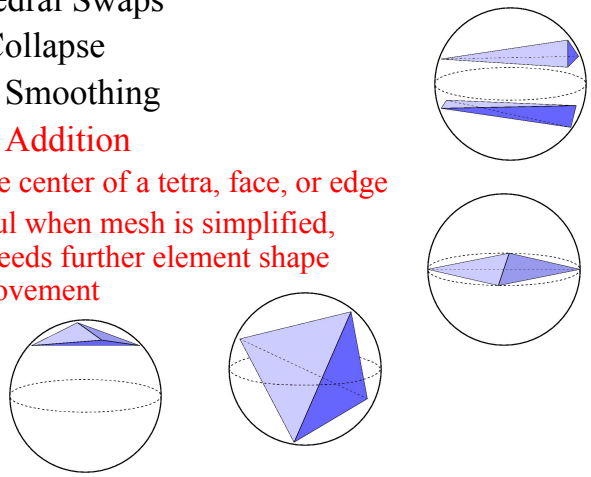
3D Mesh Operations

- Tetrahedral Swaps
- Edge Collapse
- Vertex Smoothing
  - Move a vertex to the centroid of its neighbors
  - Convex or concave, but avoid negative-volume elements
- Vertex Addition

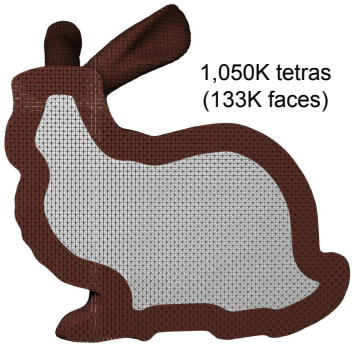


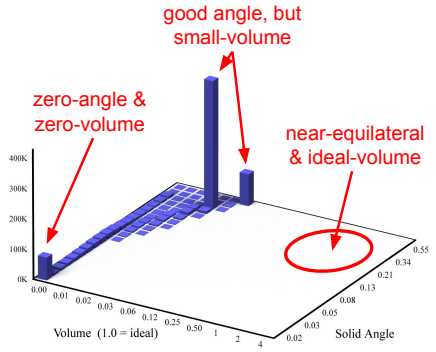
3D Mesh Operations

- Tetrahedral Swaps
- Edge Collapse
- Vertex Smoothing
- Vertex Addition
  - At the center of a tetra, face, or edge
  - Useful when mesh is simplified, but needs further element shape improvement

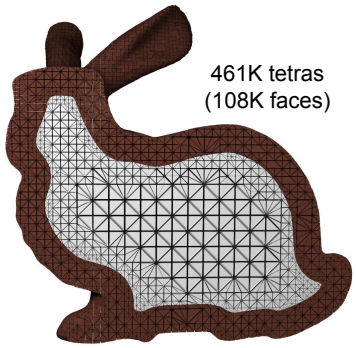


Visualization of Tetrahedra Quality

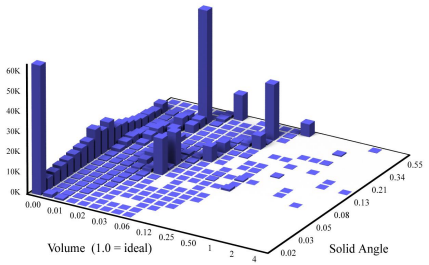




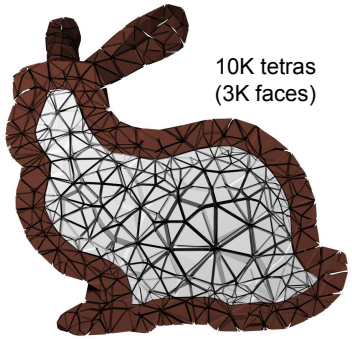
Visualization of Tetrahedra Quality



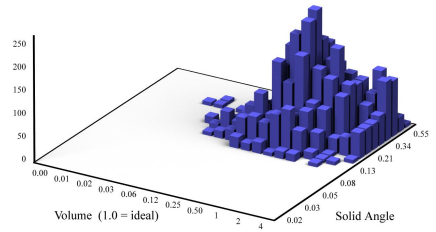
Octree or Adaptive
Distance Field (ADF)



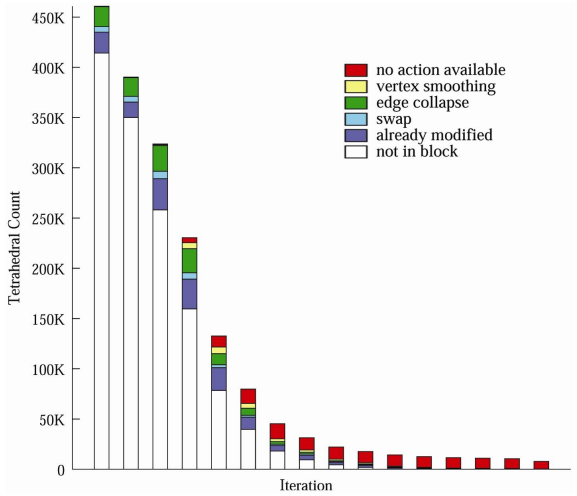
Visualization of Tetrahedra Quality



After Simplification
& Mesh Improvement

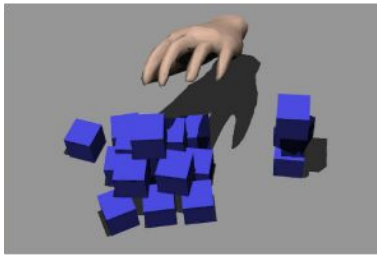


Visualization of Simplification Algorithm



Reading for Friday

- "Real-Time Hand-Tracking with a Color Glove" SIGGRAPH 2009, Wang & Popović



Reading for Friday

"Synthesis of Complex Dynamic Character Motion from Simple Animation", Liu & Popović, 2002

- Rapid prototyping of realistic character motion *from rough low-quality animations*
- Obey the laws of physics & stay within space of naturally-occurring movements