CSCI 480 Computer Graphics
Lecture 21

Physically Based Simulation

Examples
Particle Systems
Numerical Integration
Cloth Simulation
[Angel Ch. 11.2-11.6]

April 9, 2012
Jernej Barbic
University of Southern California

http://www-bcf.usc.edu/~jbarbic/cs480-s12/

1

Physics in Computer Graphics

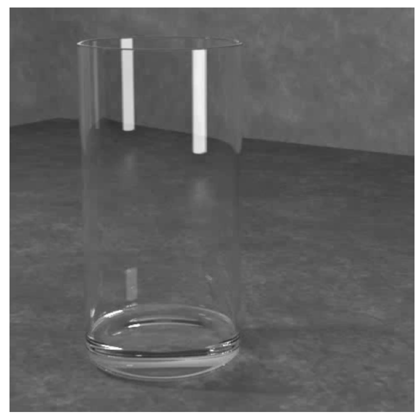
- Very common
- Computer Animation, Modeling (computational mechanics)
- Rendering (computational optics)

2

Physics in Computer Animation

- Fluids
- Smoke
- Deformable strands (rods)
- Cloth
- Solid 3D deformable objects .... and many more!

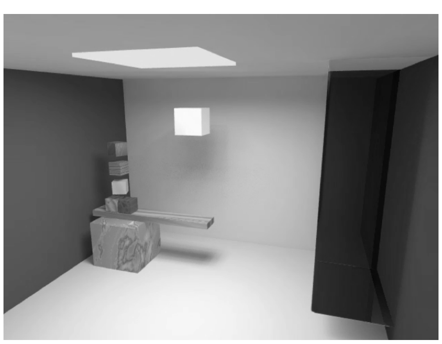
Fluids



Enright, Marschner, Fedkiw, SIGGRAPH 2002

Fluids and Rigid Bodies

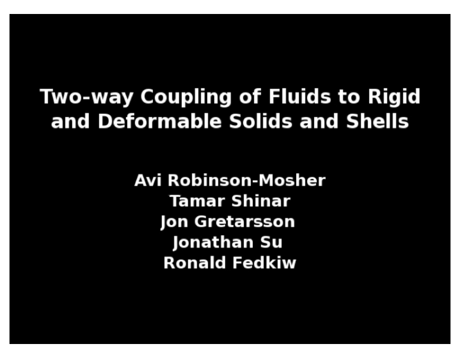
[Carlson, Mucha, Turk, SIGGRAPH 2004]



5

Fluids with Deformable Solid Coupling

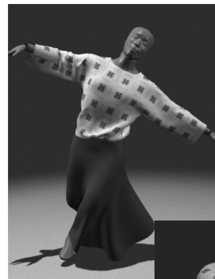
[Robinson-Mosher, Shinar, Gretarsson, Su, Fedkiw, SIGGRAPH 2008]

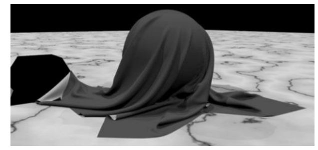


Deformations

[Barbic and James,
SIGGRAPH 2005]

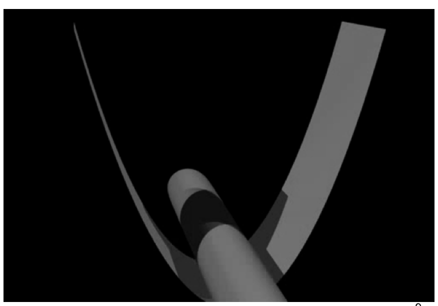
Cloth





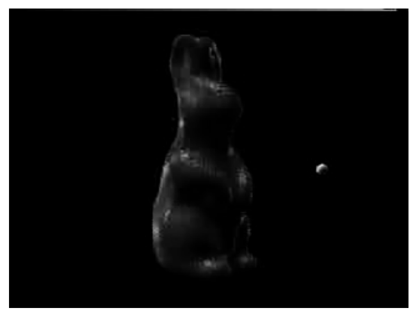
Source:
ACM SIGGRAPH

Cloth (Robustness)



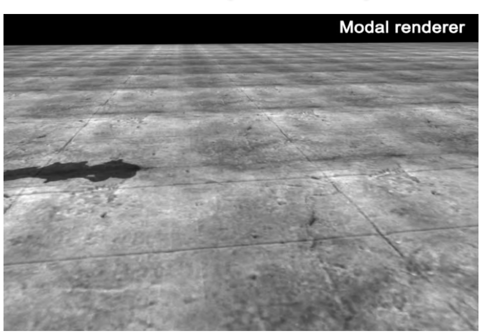
[Bridson, Fedkiw,
Anderson, ACM
SIGGRAPH 2002

Simulating Large Models



[Doug James,
PhD Thesis, UBC, 2001]

Sound Simulation (Acoustics)



[James, Barbic, Pai,
SIGGRAPH 2006]

Multibody Dynamics

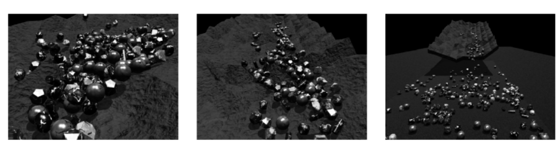
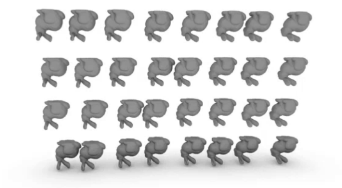


Figure 1: *Avalanche:* 300 rocks tumble down a mountainside.

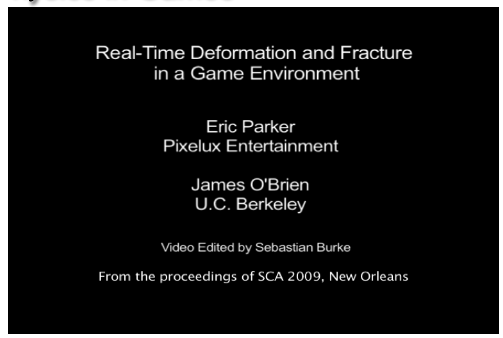
Multibody Dynamics + Self-collision Detection



[Barbic and James, SIGGRAPH 2010]

13

Physics in Games

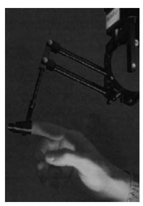


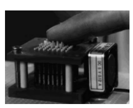
[Parker and James,
Symposium on Computer Animation 2009]

14

Haptic Interfaces

- hap·tic ('hap-tik)
  adj.
  Of or relating to the sense of touch; tactile.





15

Surgical Simulation

[James and Pai,
SIGGRAPH 2002]

16

Offline Physics

- Special effects (film, commercials)
- Large models:
  millions of particles / tetrahedra / triangles
- Use computationally expensive rendering (global illumination)
- Impressive results
- Many seconds of computation time per frame

17

Real-time Physics

- Interactive systems:
  computer games
  virtual medicine (surgical simulation)
- Must be fast (30 fps, preferably 60 fps for games)
  Only a small fraction of CPU time devoted to physics!
- Has to be stable, regardless of user input

18

Particle System

- Basic physical system in computer graphics
- We have N particles
- They interact with some forces
- Fire, Smoke, Cloth, ...
- Very popular for its simplicity

[William Reeves, SIGGRAPH 1983]

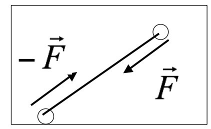
19

Newton's Laws

- Newton's 2nd law:

$$\vec{F} = m\vec{a}$$

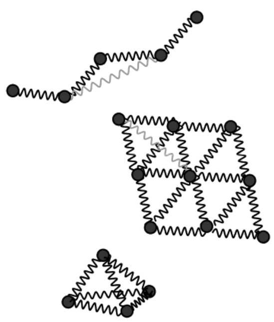
- Gives acceleration, given the force and mass
- Newton's 3rd law: If object A exerts a force F on object B, then object B is at the same time exerting force -F on A.



20

Case Study: Mass-spring Systems

- Mass particles connected by elastic springs
- One dimensional: rope, chain
- Two dimensional: cloth, shells
- Three dimensional: soft bodies

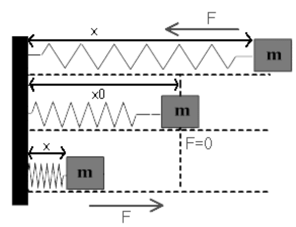


Source:Matthias Mueller, SIGGRAPH

21

Single spring

- Obeys the *Hook's law*:
  $F = k (x - x_0)$
- x_0 = rest length
- k = spring elasticity (*stiffness*)
- For $x<x_0$, spring wants to extend
- For $x>x_0$, spring wants to contract



22

Hook's law in 3D

- Assume A and B two mass points connected with a spring.
- Let L be the vector pointing from B to A
- Let R be the spring rest length
- Then, the elastic force exerted on A is:

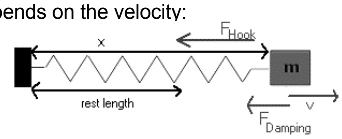
$$\vec{F} = -k_{Hook}(|\vec{L}| - R)\frac{\vec{L}}{|\vec{L}|}$$

23

Damping

- Springs are not completely elastic
- They absorb some of the energy and tend to decrease the velocity of the mass points attached to them
- Damping force depends on the velocity:

$$\vec{F} = -k_d\vec{v}$$

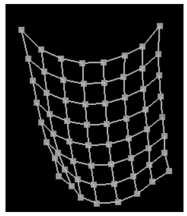


- k_d = damping coefficient
- k_d different than k_{Hook} !!

24

A network of springs

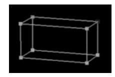
- Every mass point connected to some other points by springs
- Springs exert forces on mass points
  - Hook's force
  - Damping force
- Other forces
  - External force field
    - Gravity
    - Electrical or magnetic force field
  - Collision force



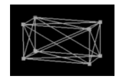
25

Network organization is critical

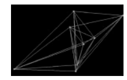
- For stability, must organize the network of springs in some clever way



Basic network



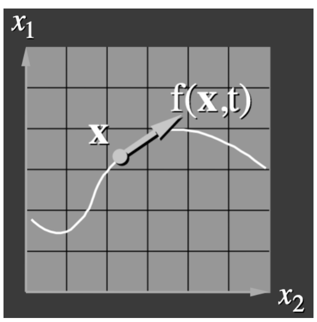
Stable network



Network out of control

26

Time Integration



Physics equation:
$x' = f(x,t)$

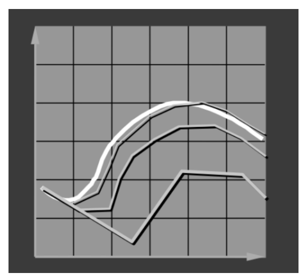
$x=x(t)$ is particle trajectory

Source:Andy Witkin, SIGGRAPH

27

Euler Integration

$x(t + \Delta t) = x(t) + \Delta t\ f(x(t))$



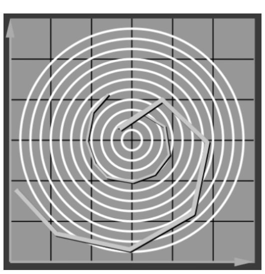
Simple,
but inaccurate.

Unstable with large timesteps.

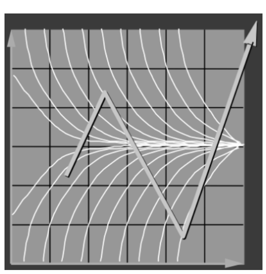
Source:Andy Witkin, SIGGRAPH

28

Inaccuracies with explicit Euler



Gain energy

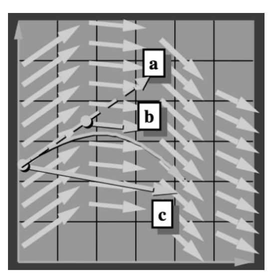


"Blow-up"

Source:Andy Witkin, SIGGRAPH

29

Midpoint Method



Source:Andy Witkin, SIGGRAPH

Improves stability

1. Compute Euler step
   $\Delta x = \Delta t\ f(x, t)$
2. Evaluate f at the midpoint
   $f_{mid} = f((x+\Delta x)/2, (t+\Delta t)/2)$
3. Take a step using the midpoint value
   $x(t+ \Delta t) = x(t) + \Delta t\ f_{mid}$

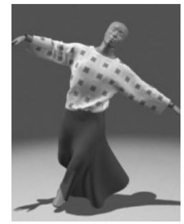
30

Many more methods

- Runge-Kutta (4th order and higher orders)
- Implicit methods
  – sometimes unconditionally stable
  – very popular (e.g., cloth simulations)
  – a lot of damping with large timesteps
- Symplectic methods
  – exactly preserve energy, angular momentum and/or other physical quantities
  – Symplectic Euler

Cloth Simulation

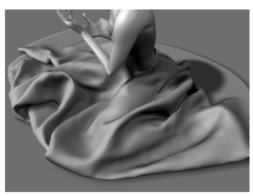
- Cloth Forces
  - Stretch
  - Shear
  - Bend
- Many methods are a more advanced version of a mass-spring system
- Derivatives of Forces
  – necessary for stability



[Baraff and Witkin, SIGGRAPH 1998]

Challenges

- Complex Formulas
- Large Matrices
- Stability
- Collapsing triangles
- Self-collision detection

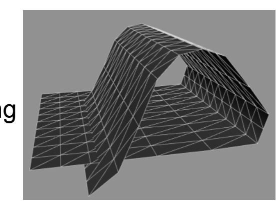


[Govindaraju et al. 2005]

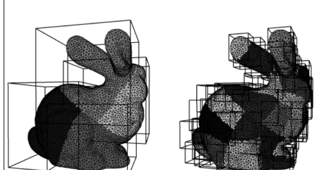
Self-collisions: definition

Deformable model is self-colliding iff

there exist non-neighboring intersecting triangles.



Bounding volume hierarchies



AABBs Level 1

AABBs Level 3

[Hubbard 1995]

[Gottschalk et al. 1996]

[van den Bergen 1997]

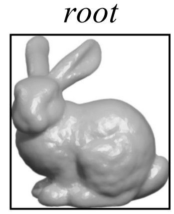
[Bridson et al. 2002]

[Teschner et al. 2002]

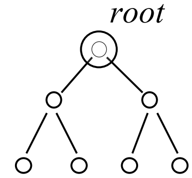
[Govindaraju et al. 2005]

Bounding volume hierarchy

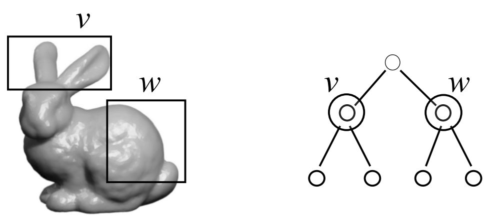
root



root



Bounding volume hierarchy

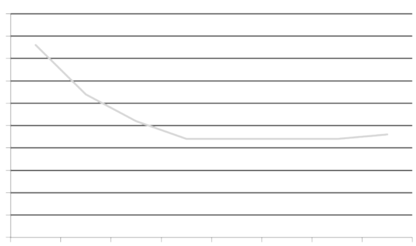


Real-time cloth simulation

Source:
Andy Pierce

Model	Triangles	FPS	% Forces + Stiffness Matrix	% Solver
Curtain	2400	25	67	33

Multithreading implementation



Source:
Andy Pierce

Summary

- Examples of physically based simulation
- Particle Systems
- Numerical Integration
- Cloth Simulation