

CS5643

11 Final project process

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Goals of final project

Assignments exposed you to:

- some simulation domains (cloth, deformable solids, rigid bodies, fluids)
- some techniques (particles, elastic potentials, collision resolution, grid solvers)
- ...but mainly in 2D and in pretty isolated settings

Final project lets you explore an aspect of your choosing

- go more in depth on one of the applications (higher quality, better robustness, ...)
- promote one of your simulations from 2D to 3D
- explore a new method (position based physics, material point method, implicit integration, ...)
- explore a new problem (rod simulation, fluid mechanics, flocking, ...)

You are helping define what a CS5643 project looks like!

Criteria for project scope

Project should be about as much work as one CS5643 PA

- focus on doing one simple thing well
- structure complex ambitions into core requirements + stretch goals

Work in groups of 2 to 4

- we expect somewhat more scope from larger groups but sublinear
- try to ensure projects have N components that can be implemented and tested with some degree of independence

Include plans for evaluation

- how will you know whether your simulator works?
- propose some test cases where you can say what you expect to happen

Some possible ideas

Cloth with collisions

- add collision detection and response to your PA1 cloth simulator
- with a larger group, implement a better cloth deformation model too

Rigid bodies in 3D

- generalize PA2 simulator from 2D to 3D

Deformable solids

- generalize PA1 elastic simulator from 2D to 3D
- or add collision detection and response

Fluid simulation

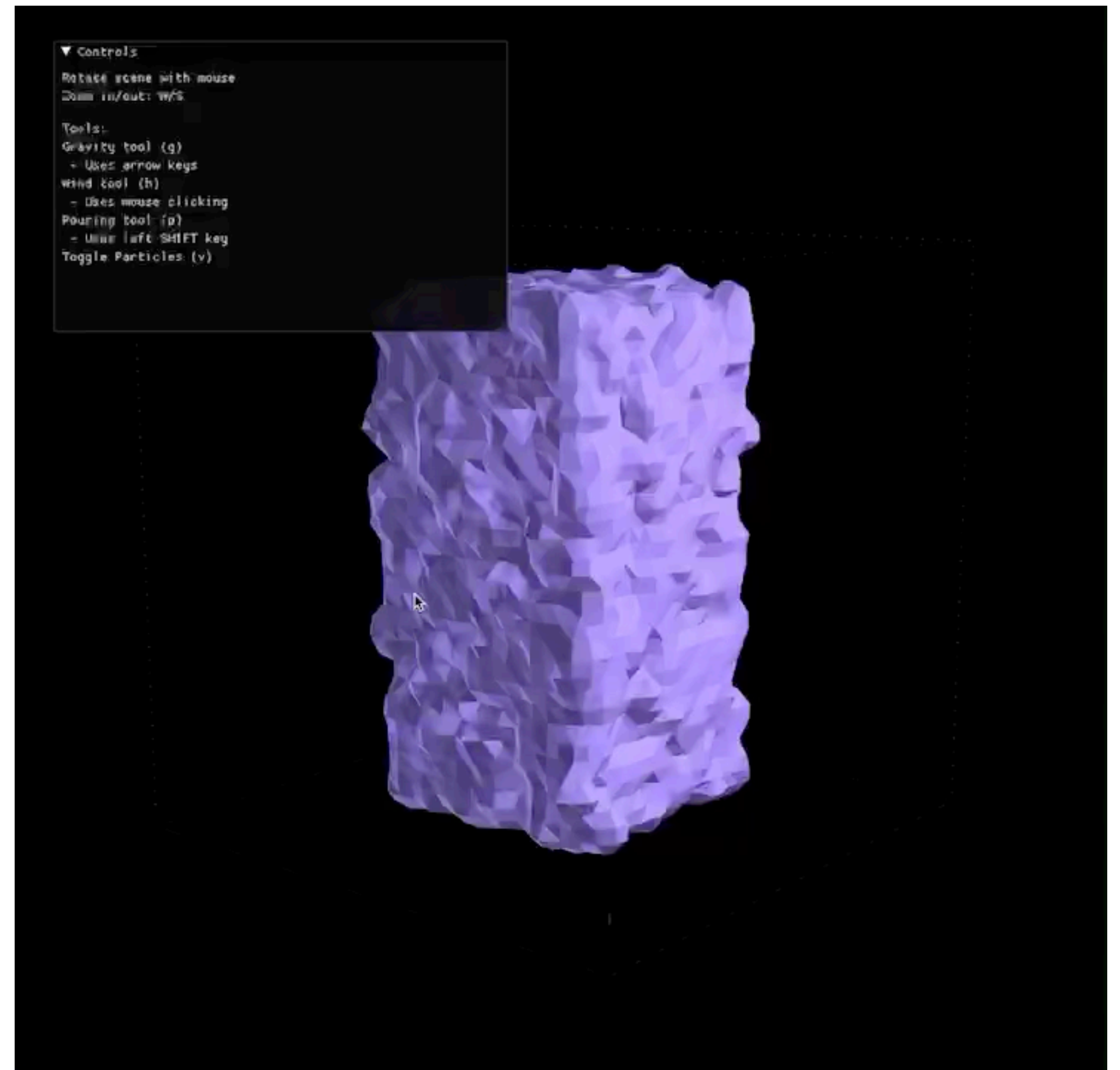
- generalize PA3 simulator to 3D
- with a larger group, extract and render a decent surface too

But there are lots more possibilities!

Some cool examples from last year



Eric Chen



Aidan Campbell, Jonna Chen, Noah Pikielny, Judy Ng

Timeline

Proposals due 28 March

Proposal revisions due 10 April

Milestone presentations 6 May

Final presentations 17 May