

Title (en)
STATISTICAL DYNAMIC COLLISIONS METHOD AND APPARATUS

Title (de)
VERFAHREN UND VORRICHTUNG FÜR STATISTISCHE DYNAMISCHE KOLLISIONEN

Title (fr)
PROCEDE ET APPAREIL DE COLLISIONS DYNAMIQUES STATISTIQUES

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Application
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Priority

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Abstract (en)
[origin: WO2004104934A1] A method for animating soft body characters (Fig. 15) has a preparation phase (305) followed by an animation phase (310). The preparation phase determines the skin deformation of a character model at skin contact points in response to impulse collisions. The skin deformation from impulse collisions are compactly represented in terms of the set of basis poses. In the animation phase, the skin impulse responses are used to create a final posed character. Regardless of the type of collision or the shape of the colliding object, the collision animation phase uses the same set of skin impulse responses. A subset of a set of skin points is selected as a set of skin collision points. A final collision response is determined from the skin collision points. The final collision response to the complete set of skin points.

IPC 8 full level
G06T 13/40 (2011.01); **G06T 17/00** (2006.01)

CPC (source: EP)
G06T 13/40 (2013.01); **G06T 17/00** (2013.01); **G06T 2210/21** (2013.01)

Citation (search report)

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