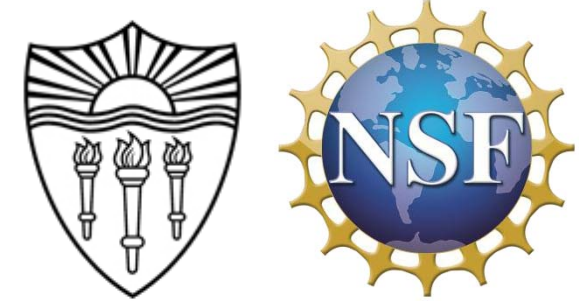


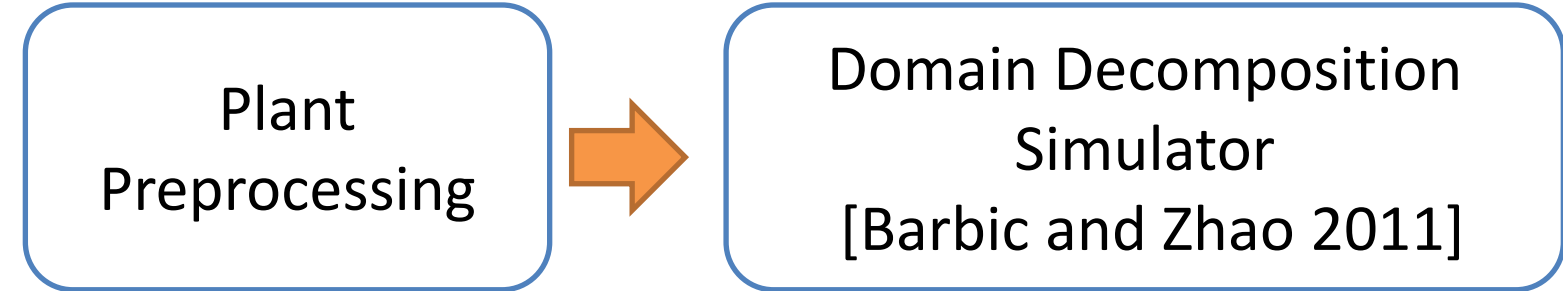
# Interactive Simulation of Plant Motion

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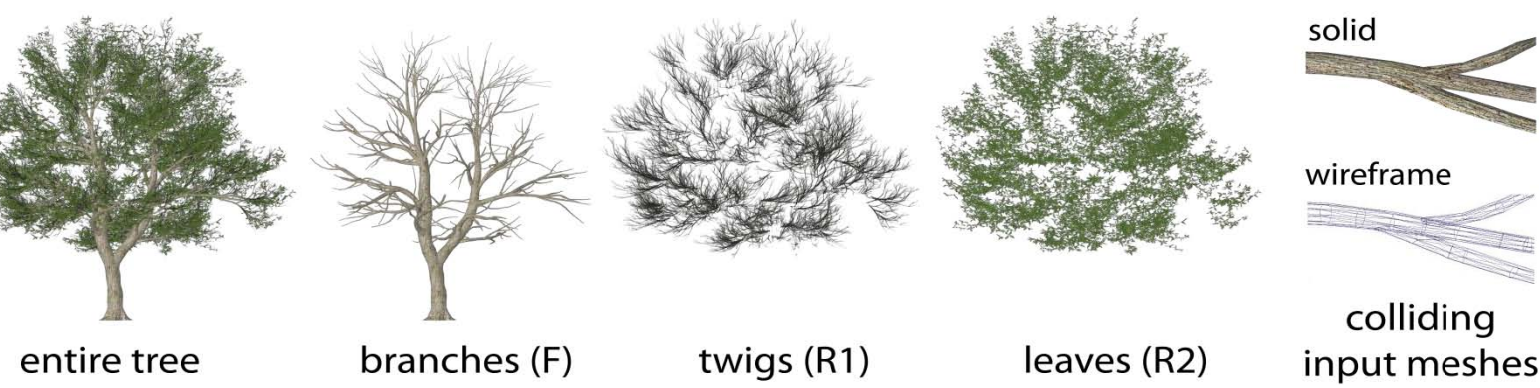
## Goal:

Fast simulation of plants undergoing large deformations

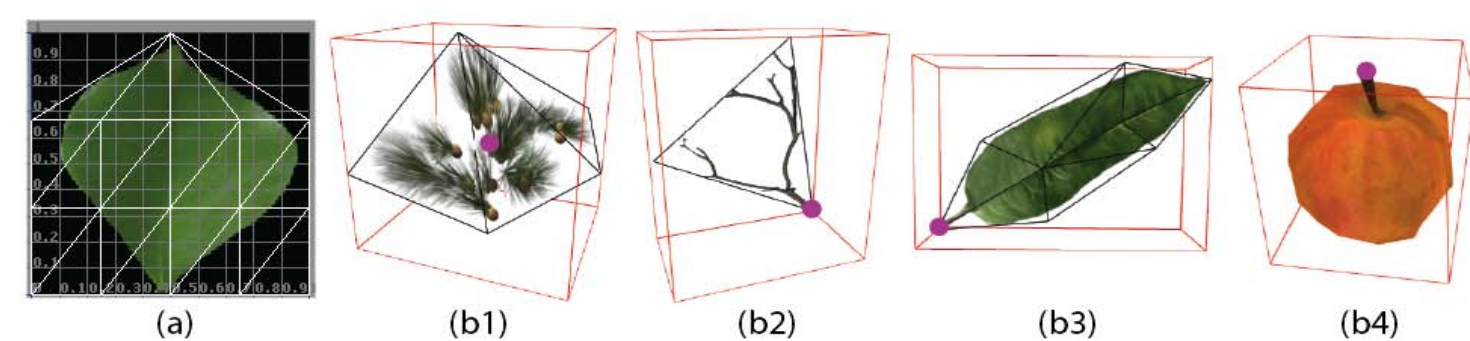


## Plant Preprocessing

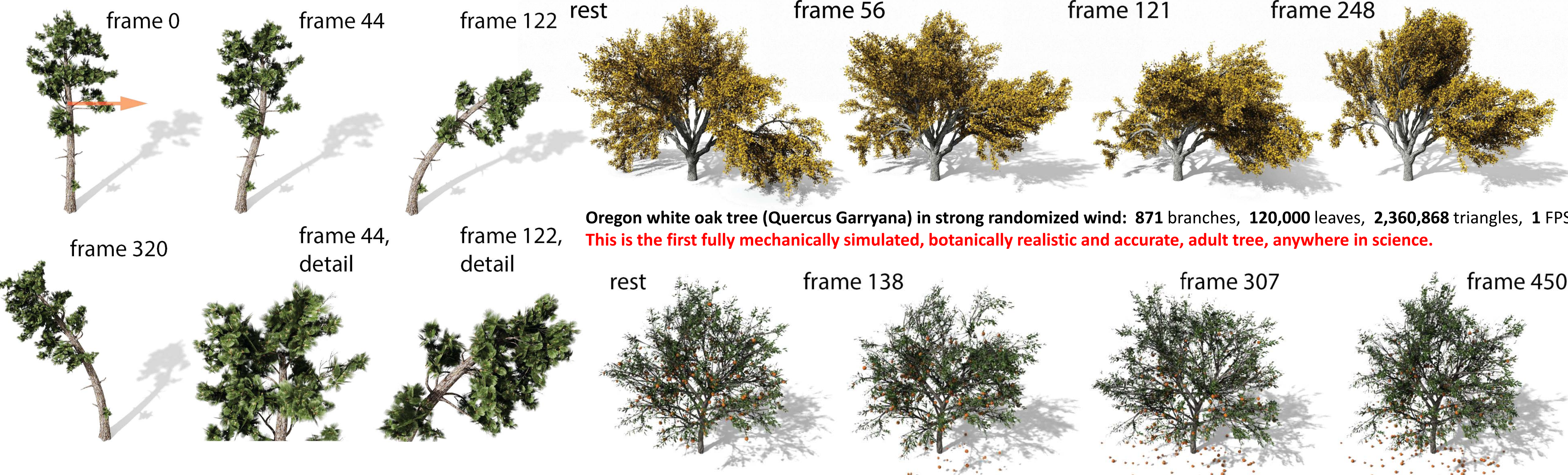
### Step 1: (U) Organize mesh into domains



### Step 2: (U) Instancing



## Results

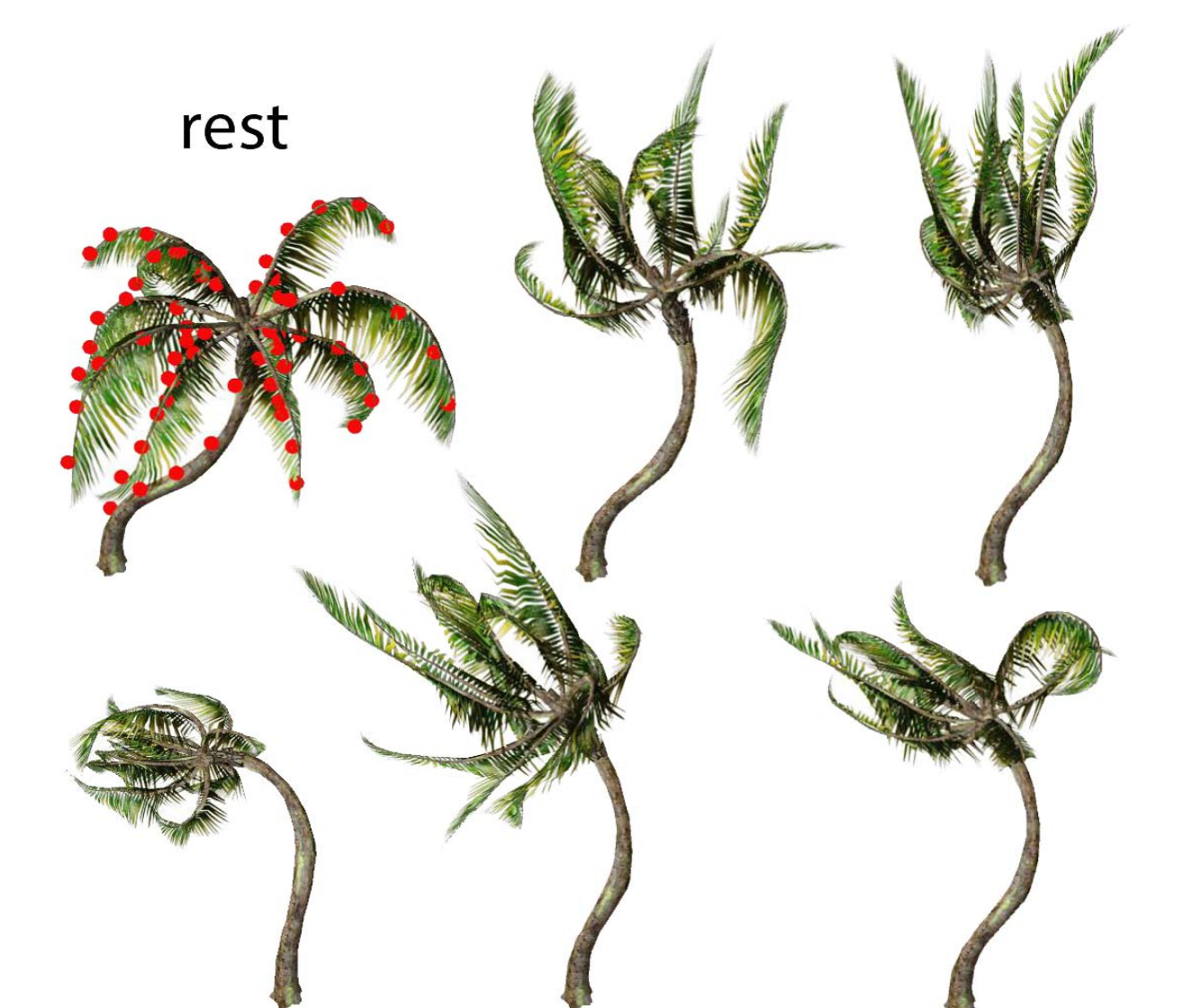


Rich secondary motion: instantaneous force followed by free vibration

Peaches fall from the tree swaying in the randomized wind: 237 branches, 3,556 twigs, 18,536 leaves, 330 fruits, 2,950 DOFs, 20 FPS



Real-time fracture: Leaves are shaken from bush by user-applied force



Palm: wind samples (red). Each leaf is skinned to 1 branch



Interactive editing of plant shape using Inverse Kinematics



Selected subset of simulated plants: variety of types (broadleaf, conifer, flower, bush, shrub, vegetable), geographic locations, seasons (spring, summer, autumn), climates (desert, ocean, meadow, forest)