

# Implementation of Cloth Simulation that can be Used in Games and Animation

Navneeth Nagaraj

University of Dublin, Trinity College, 2016

Supervisor: Michael Manzke

Simulation of Cloth in Games and Animation plays a significant role. If the simulation can be taken to a stage where the cloth behaves as real as in the real world then it can be used in many applications. Simulating thin-shell materials like cloth consists of more technical challenges: rendering complex cloth structures, making rendering faster, simulating realistic cloth behavior. This paper includes overcoming the technical challenges, exploring different model techniques, analyzing the drawback of the models and making possible corrections which is then integrated to form a new approach. The simulation of the cloth is implemented <sup>1</sup> concentrating on the parameters that affects the behavior of the cloth. At the end evaluation is done proving that the new approach is promising in giving realistic behavior and can be used in Games and Animation.

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<sup>1</sup><https://www.youtube.com/watch?v=rUVmZZtFCLw>