Reference list 3/26

This paper gives algorithms for the PIC (particle in cell) and FLIP (fluid implicit particle) methods in the context of sand simulation:

http://dl.acm.org/citation.cfm?id=1073298

Compare to this paper, which appeared at the same time and uses a rigid body approach:


This paper, which coincidentally also appeared in 2005, describes deformation gradients fairly well:


Some of the authors of the snow paper went on to work on phase change:

http://dl.acm.org/citation.cfm?id=2601176

You may also find this dissertation interesting:

Wisessing, Pisut. "GETTING SANDY: CREATING COLLAPSING SAND EFFECTS FOR AN ODE TO LOVE." (2014).
http://tigerprints.clemson.edu/cgi/viewcontent.cgi?article=2898&context=all_theses