

Paper Session II

Cloth Simulation

Sharon You

Bartle A, Sheffer A, Kim VG, Kaufman DM, Vining N, Berthouzoz F. Physics-driven pattern adjustment for direct 3D garment editing. ACM Transactions on Graphics (TOG). 2016 Jul 1;35(4):50.

<http://dl.acm.org/citation.cfm?id=2925896>

Fluid Simulation

Zoe Qi

Canabal JA, Miraut D, Thuerey N, Kim T, Portilla J, Otaduy MA. Dispersion kernels for water wave simulation. ACM Transactions on Graphics (TOG). 2016 Nov 11;35(6):202.

<http://www.gmrv.es/Publications/2016/CMTKP016/>

Dandan Du

Hill DJ, Henderson RD. Efficient Fluid Simulation on the Surface of a Sphere. ACM Transactions on Graphics (TOG). 2016 May 25;35(2):16.

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Sijia He

Chern A, Knöppel F, Pinkall U, Schröder P, Weißmann S. Schrödinger's smoke. ACM Transactions on Graphics (TOG). 2016 Jul 11;35(4):77.

<http://dl.acm.org/citation.cfm?id=2925868>

Volumetric Simulation / Fracture

Jenny Liu

Hahn D, Wojtan C. Fast approximations for boundary element based brittle fracture simulation. ACM Transactions on Graphics (TOG). 2016 Jul 11;35(4):104.

http://pub.ist.ac.at/group_wojtan/projects/2016_Hahn_FastFracture/