

Paper Session III

Fluids and Grains

Hongzhu Zhao

Stomakhin, Alexey, and Andrew Selle. "**Fluxed animated boundary method.**" *ACM Transactions on Graphics (TOG)* 36, no. 4 (2017): 68.

<https://dl.acm.org/citation.cfm?id=3073597>

Yu-Kai Chiu

Yue, Y., Smith, B., Chen, P.Y., Chantharayukhonthorn, M., Kamrin, K. and Grinspun, E., 2018, December. **Hybrid grains: adaptive coupling of discrete and continuum simulations of granular media.** In *SIGGRAPH Asia 2018 Technical Papers* (p. 283). ACM.

http://www.cs.columbia.edu/~smith/hybrid_grains/

Deformables

Yui Wei Tan

Dinev, Dimitar, Tiantian Liu, Jing Li, Bernhard Thomaszewski, and Ladislav Kavan. "**FEPR: fast energy projection for real-time simulation of deformable objects.**" *ACM Transactions on Graphics (TOG)* 37, no. 4 (2018): 79.

<https://www.cs.utah.edu/~ladislav/dinev18FEPR/dinev18FEPR.html>

Anne Silbaugh

Cong, Matthew, Kiran S. Bhat, and Ronald Fedkiw. "**Art-directed muscle simulation for high-end facial animation.**" In *Symposium on Computer Animation*, pp. 119-127. 2016.

<https://dl.acm.org/citation.cfm?id=2982835>

Figo Zhao

Pfaff, Tobias, Rahul Narain, Juan Miguel De Joya, and James F. O'Brien. "**Adaptive tearing and cracking of thin sheets.**" *ACM Transactions on Graphics (TOG)* 33, no. 4 (2014): 110.

<http://graphics.berkeley.edu/papers/Pfaff-ATC-2014-07/>

Sound

Harleigh Awner

Wang, Jui-Hsien, Ante Qu, Timothy R. Langlois, and Doug L. James. "Toward Wave-based Sound Synthesis for Computer Animation." (2018).

<https://graphics.stanford.edu/projects/wavesolver/>

