

COL865: Special Topics in Computer Applications

Physics-Based Animation

21 – Plasticity and the material point method



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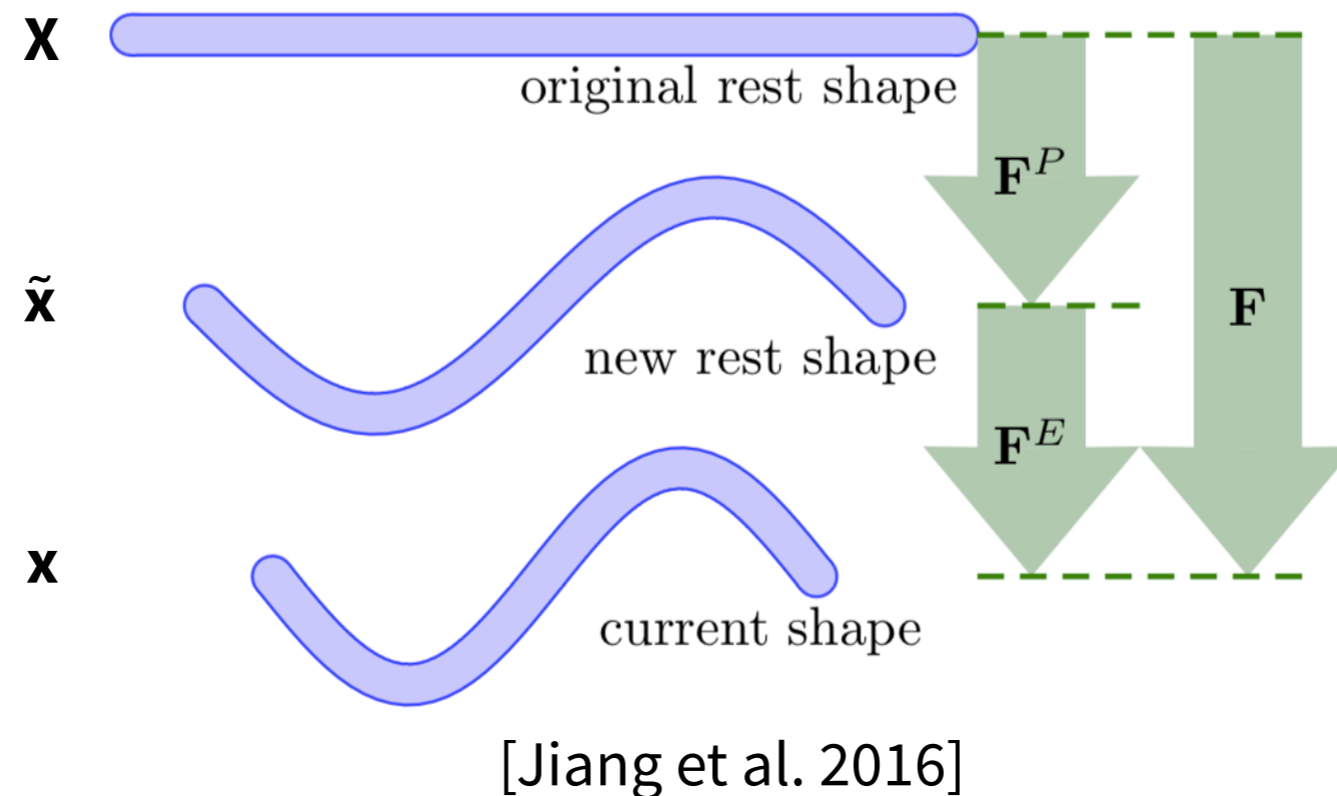
[Stomakhin et al. 2013]

Reading

- Stomakhin et al., “A material point method for snow simulation”, SIGGRAPH 2013
- Jiang et al., *The material point method for simulating continuum materials*, SIGGRAPH 2016 course notes

Plasticity

Multiplicative decomposition



Plastic deformation = change in rest shape

Elastic forces depend only on \mathbf{F}^E

- How does \mathbf{F}^P evolve?

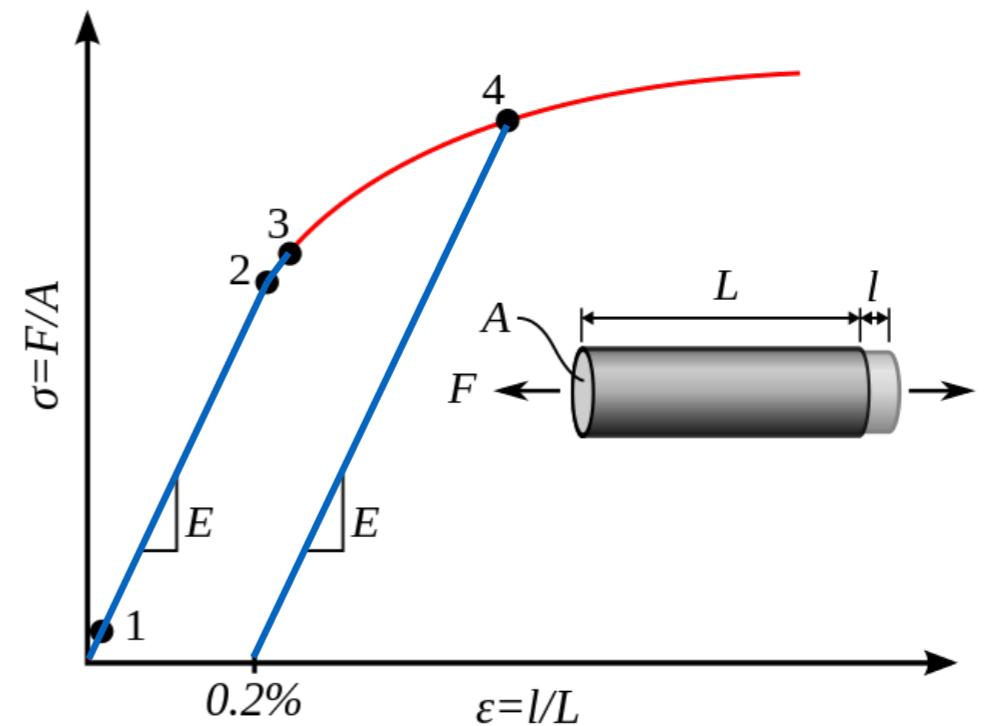
Yield criterion

Plastic state changes only when elastic state violates **yield criterion**

$$f(\boldsymbol{\sigma}) \leq 0 \quad \text{or} \quad g(\mathbf{F}^E) \leq 0$$

Various models:

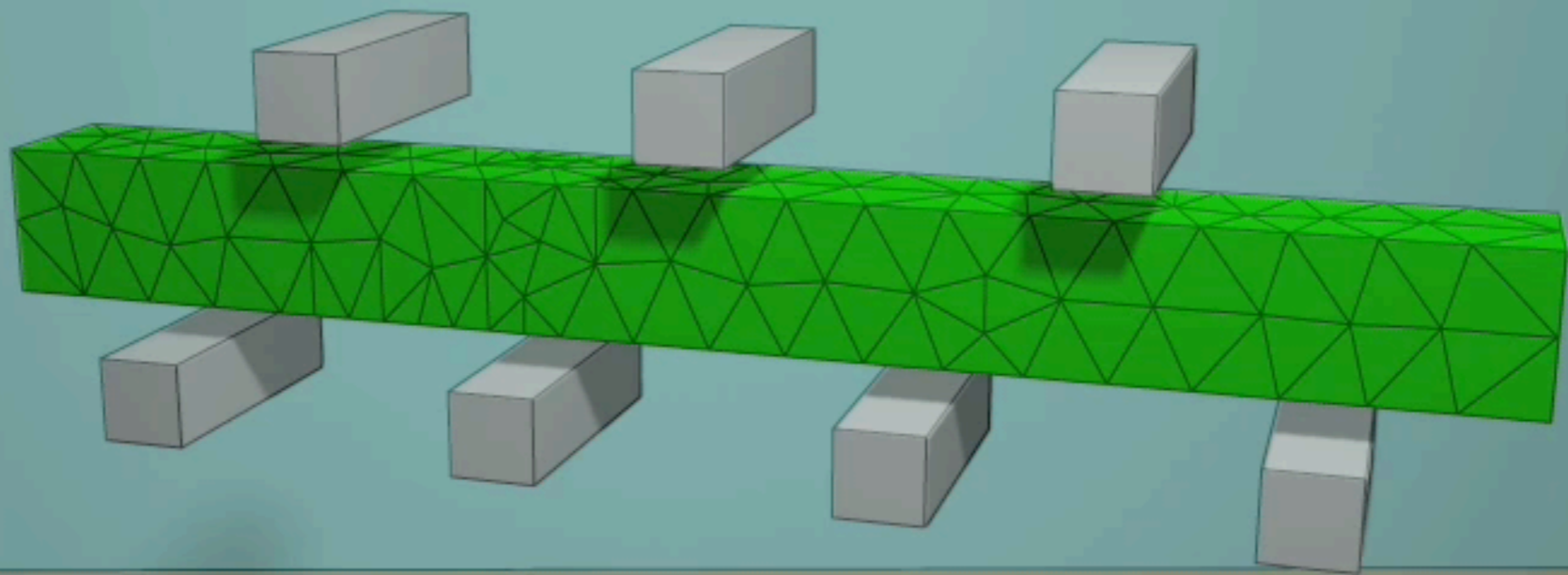
- **Rate independence vs. viscoplasticity:**
Does \mathbf{F}^P update instantaneously or over time?
- **Perfect plasticity vs. hardening:**
Does yield criterion change after plastic deformation?



Return mapping

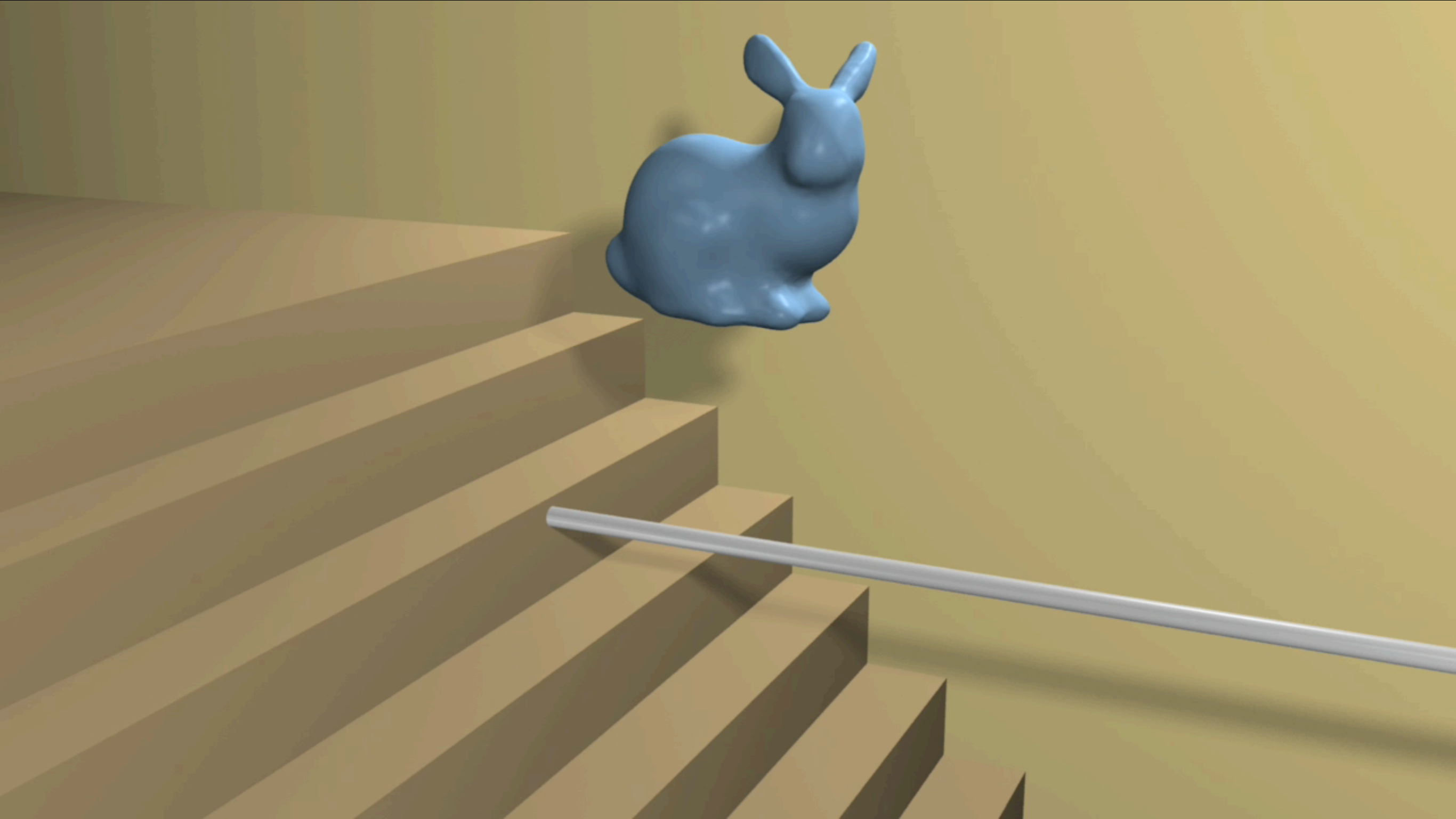
Simplest approach (rate-independent, perfect plasticity):

1. Perform time integration assuming \mathbf{F}^P is constant
2. Compute *trial elastic deformation*, $\tilde{\mathbf{F}}^E = \mathbf{F} (\mathbf{F}^P)^{-1}$
3. **Return mapping**: project $\tilde{\mathbf{F}}^E$ to yield surface, set $\mathbf{F}^P = (\mathbf{F}^E)^{-1} \mathbf{F}$
[Irving et al. 2004, Jiang et al. 2016]



With Remeshing - Plastic

[Wicke et al. 2010]



[Bargteil et al. 2007]

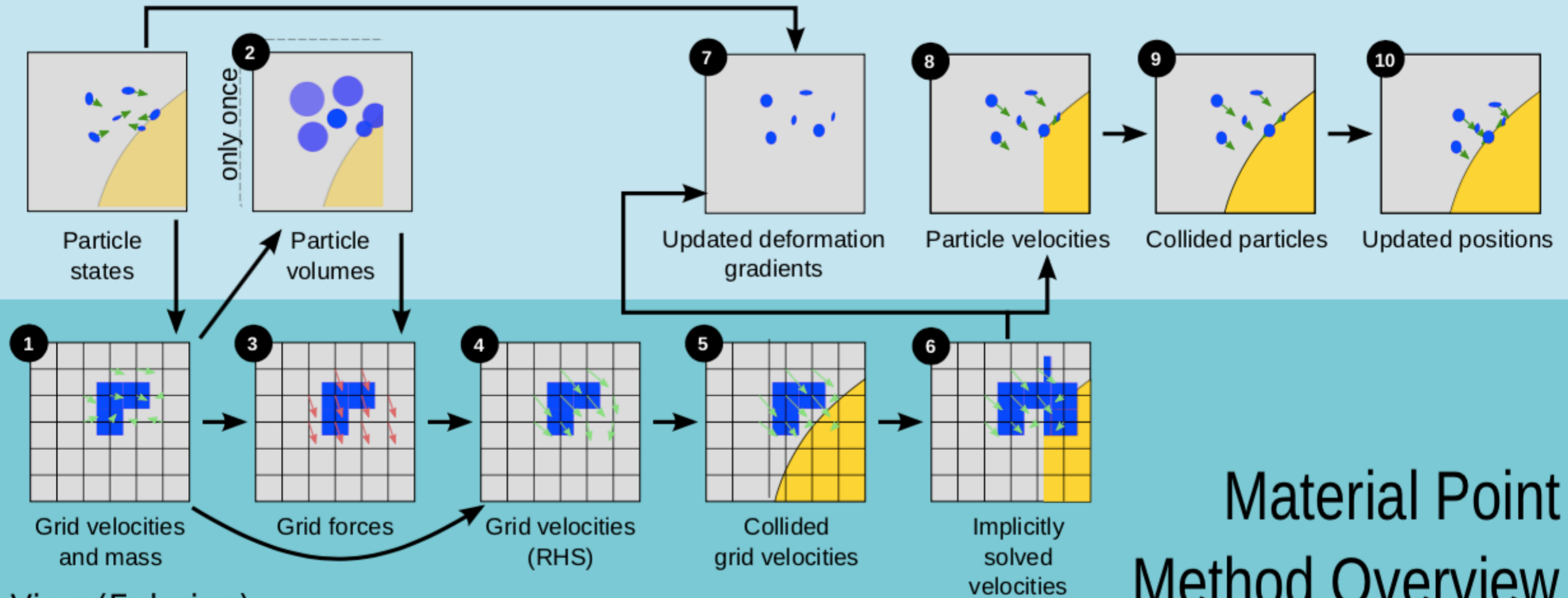
The material point method



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[Stomakhin et al. 2013]

Particle Domain (Lagrangian)



Material Point Method Overview

[Stomakhin et al. 2013]

MPM algorithm

Store data ($m, \mathbf{x}, \mathbf{v}, \mathbf{F}^E, \mathbf{F}^P$) on particles, compute dynamics on grid

1. Particle-to-grid transfer:

$$m_p, \mathbf{x}_p^n, \mathbf{v}_p^n \rightarrow m_i, \mathbf{v}_i^n$$

2. Grid update:

$$\mathbf{F}_p^n, \boldsymbol{\sigma}_p^n \rightarrow \mathbf{f}_i^n, \mathbf{v}_i^{n+1}$$

3. Grid-to-particle transfer:

$$\mathbf{v}_i^{n+1} \rightarrow \mathbf{F}_p^{n+1}, \mathbf{v}_p^{n+1}$$

4. Advect particles:

$$\mathbf{x}_p^{n+1} = \mathbf{x}_p^n + \Delta t \mathbf{v}_p^{n+1}$$

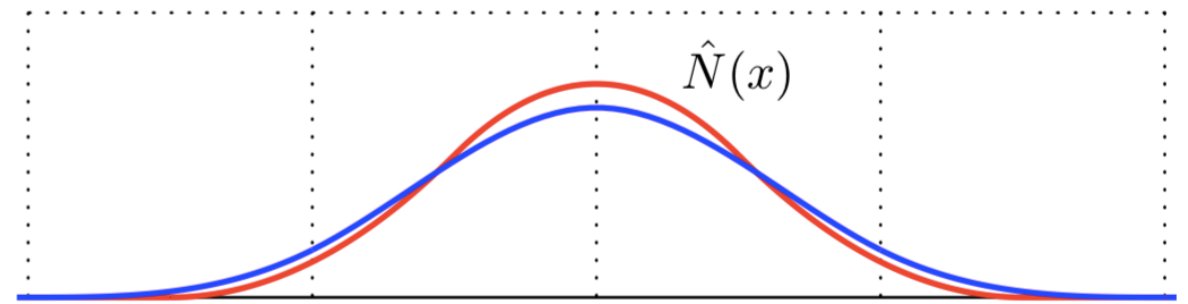
Particle/grid transfers

Particle to grid:

$$m_i = \sum m_p N_i(\mathbf{x}_p)$$

$$(m\mathbf{v})_i = \sum m_p \mathbf{v}_p N_i(\mathbf{x}_p)$$

$$\mathbf{v}_i = (m\mathbf{v})_i / m_i$$



Grid to particles:

$$\mathbf{v}_p = \sum \mathbf{v}_i N_i(\mathbf{x}_p)$$

$$\mathbf{F}_p^{n+1} = (\mathbf{I} + d\mathbf{v}/d\mathbf{x} \Delta t) \mathbf{F}_p^n$$

then update plastic decomposition $\mathbf{F}_p^E, \mathbf{F}_p^P$

(Better to use APIC velocity transfers [Jiang et al. 2015] instead)

Lagrangian grid interpretation

Imagine a Lagrangian copy of the grid:

$$\hat{\mathbf{x}}_i^n = \mathbf{x}_i$$

$$\hat{\mathbf{x}}_i^{n+1} = \mathbf{x}_i + \mathbf{v}_i^{n+1} \Delta t$$

Particles simply get moved along by the grid deformation:

$$\mathbf{v}_p^{n+1} = \mathbf{v}^{n+1}(\mathbf{x}_p)$$

$$\mathbf{x}_p^{n+1} = \hat{\mathbf{x}}^{n+1}(\mathbf{x}_p)$$

$$\mathbf{F}_p^{n+1} = d\hat{\mathbf{x}}^{n+1}/d\mathbf{x} \mathbf{F}_p^n$$

After updating particles, forget Lagrangian grid

Grid update

Grid forces as negative gradient of energy

$$U = \iiint \Psi(\mathbf{F}^E(\mathbf{X})) dV^0$$
$$\approx \sum \Psi(\mathbf{F}^{E_p}) V_p^0$$

U depends on \mathbf{F}^{E_p} , but \mathbf{F}^{E_p} depends on $\hat{\mathbf{x}}$

$$\mathbf{f}_i = -\nabla_{\hat{\mathbf{x}}_i} U$$
$$= \sum \mathbf{P}(\mathbf{F}^{E_p}) (\mathbf{F}^{E_p})^T \nabla N_i(\mathbf{x}_p) V_p^0$$

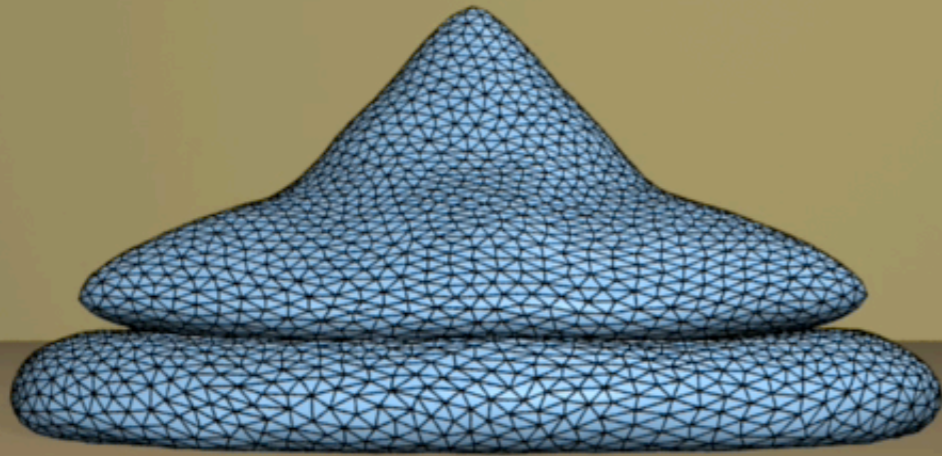
Overview

Method	Volume Preservation	Stiffness	Plasticity	Fracture
Reeve particles	-	-	-	-
Rigid bodies	**	**	-	*
Mesh-based solids	*	***	**	*
Grid-based fluids	***	*	**	***
SPH	*	*	*	***
MPM	**	**	***	***

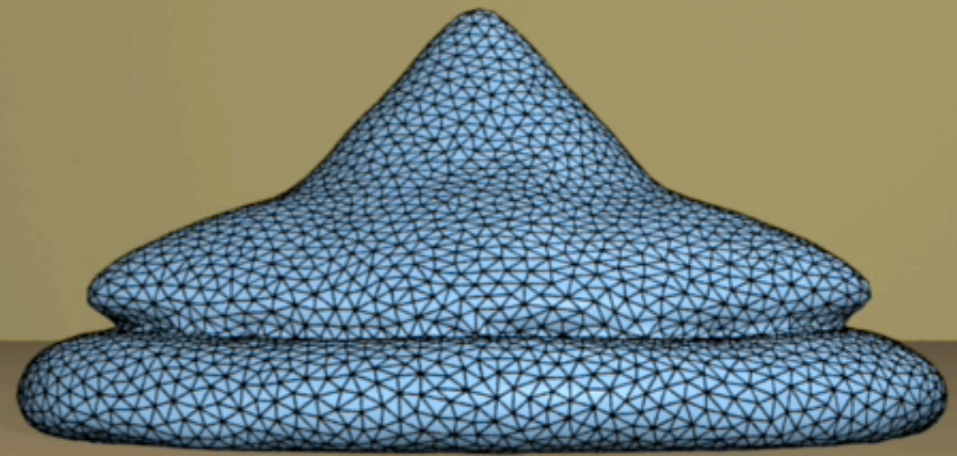
[Stomakhin et al. 2013]

- Large deformations and plasticity are cheap
- Fracture is free

Cross-section moving through the object

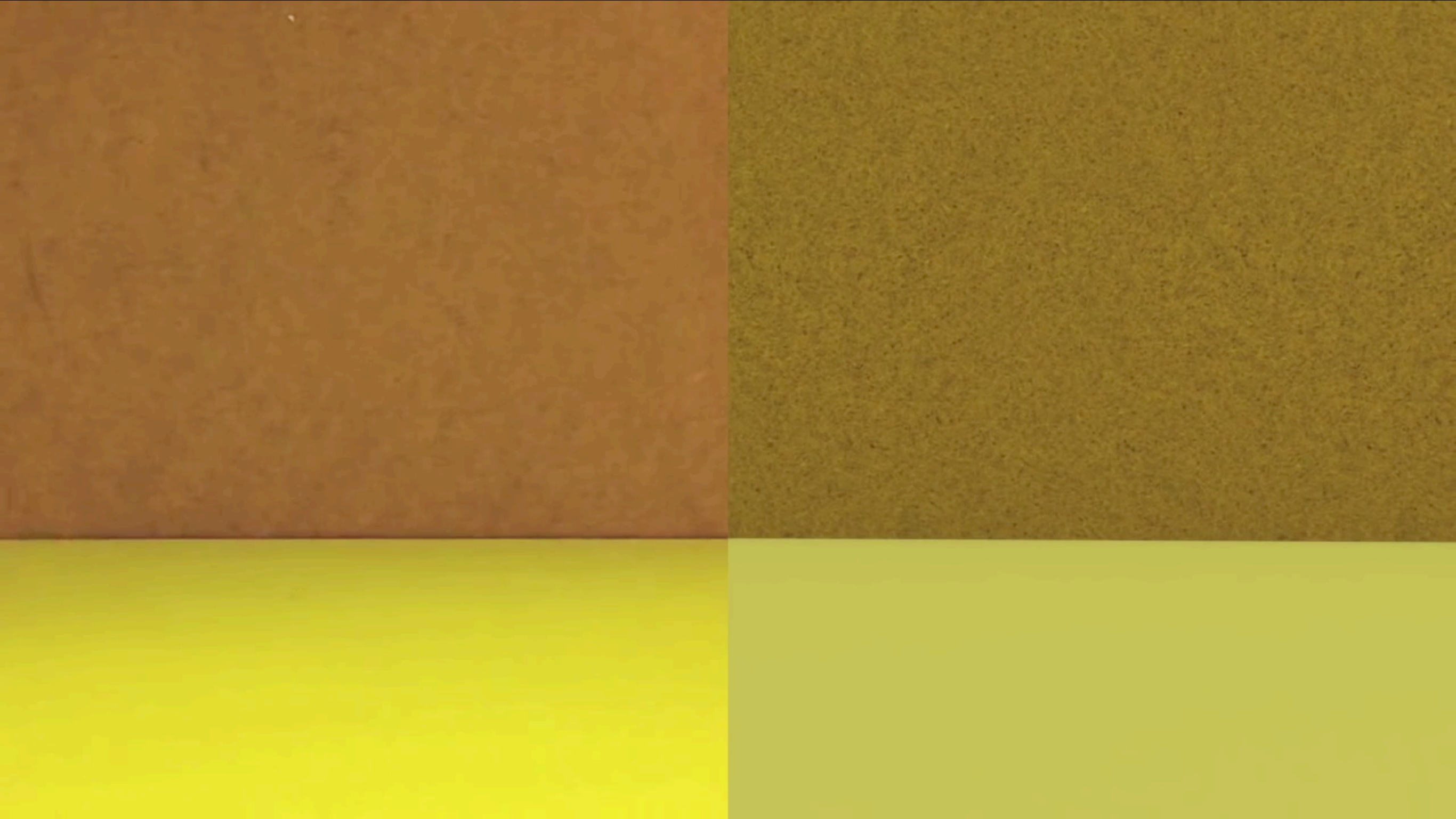


Before Remeshing

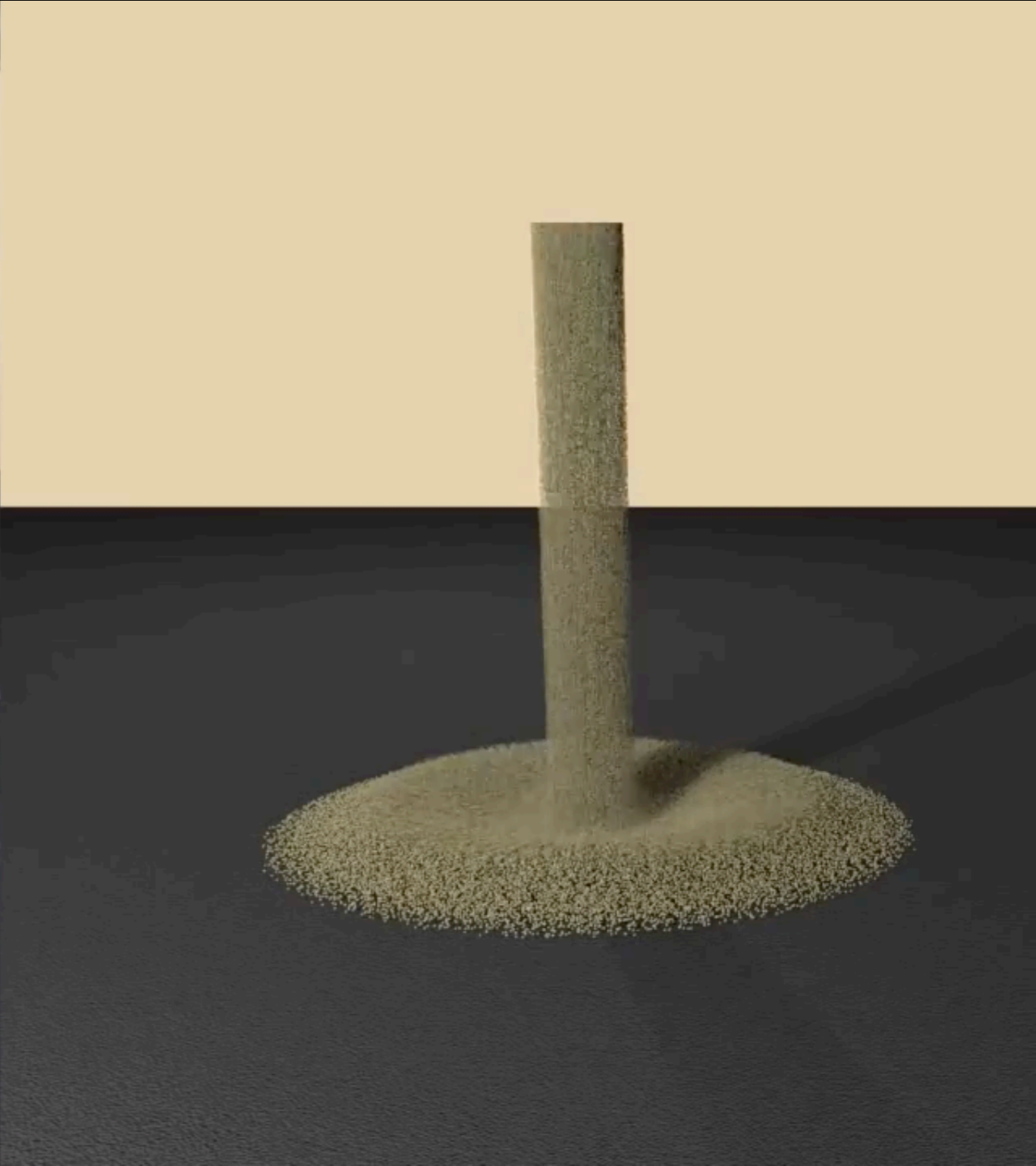


After Remeshing

[Bargteil et al. 2007]



[Ram et al. 2015]



[Klár et al. 2016]