Brush Deformations
How to get plausible deformations?

Inspired by the paper « Simple Data-Driven Modeling of Brushes »

A method based on real data and not on physics

Fast and optimized
The deformation table stores recorded data.

The tilt angle and the height are needed to compute Bezier curves.

Segment the curve to have repartition and position of bones.
Calculate weights for each vertices of the mesh, picking the 4th strongest ones only.

Restart the process to get new positions of bones to update the old ones.

Enjoy animated brush!