



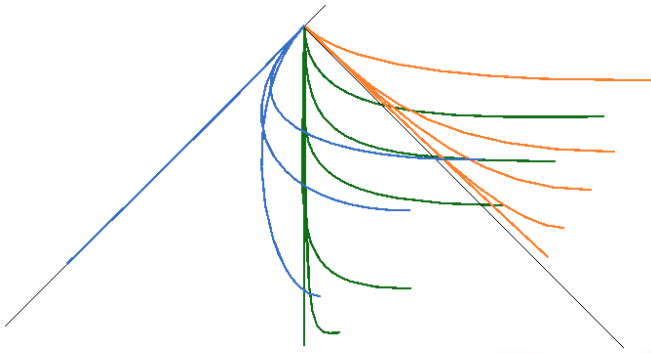
Brush Deformations

How to get plausible deformations ?

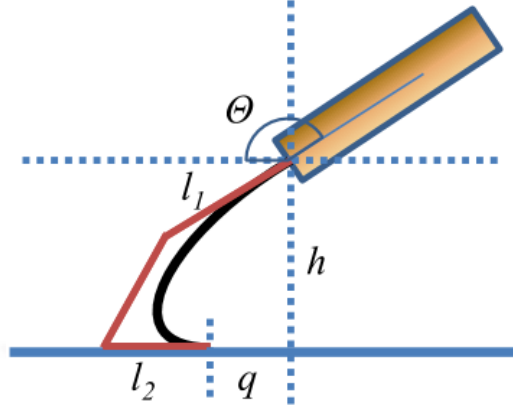
Inspired by the paper « Simple Data-Driven Modeling of Brushes »

A method based on real data and not on physics

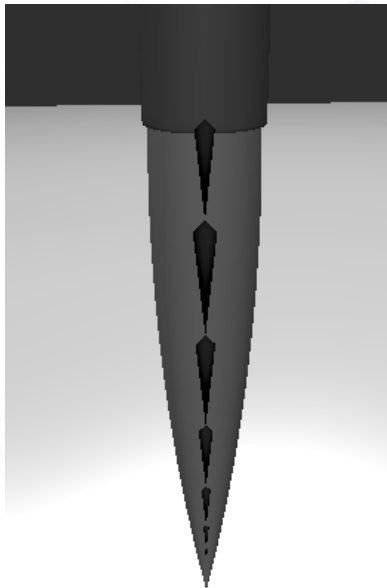
Fast and optimized



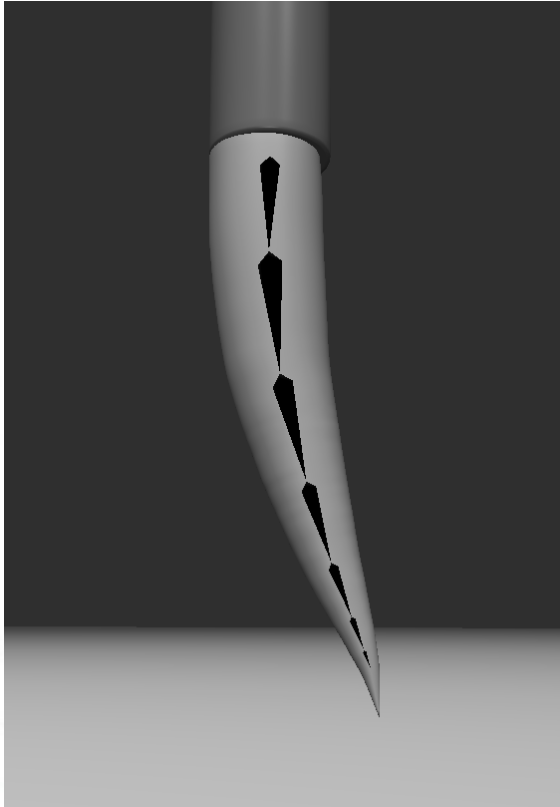
The deformation table stores recorded data



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 !