# Physically-Based Simulation
# Final Presentation: Flying Spaghetti Monster

Group 22

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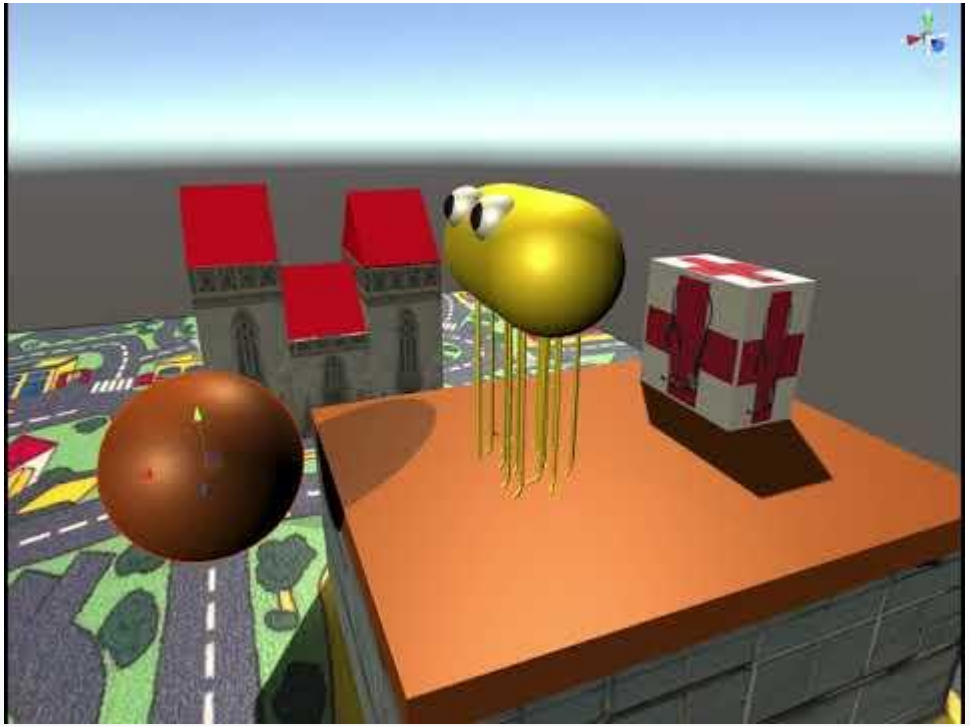
# Status

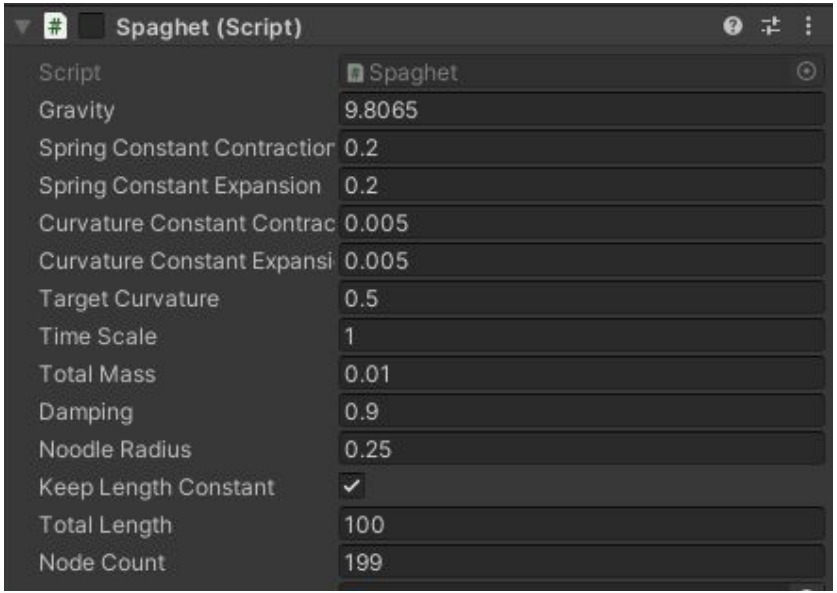
- We're done!
- Unity for rendering, but all physics & models were made by us
- Mass spring systems
- Collision with meatball (sphere) and a city (boxes)

# Pasta in Action



# Noodle Physics

- Mass spring systems
- Noodle curvature
- Customizable for each noodle



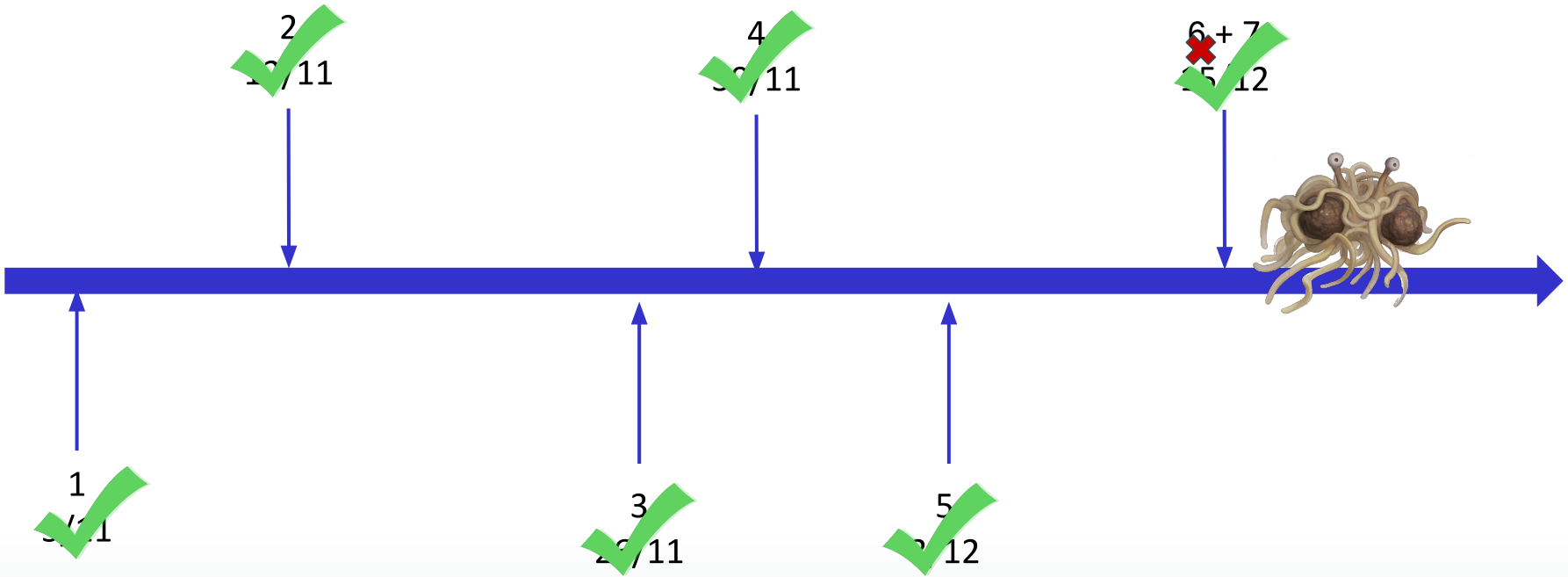
# Collision

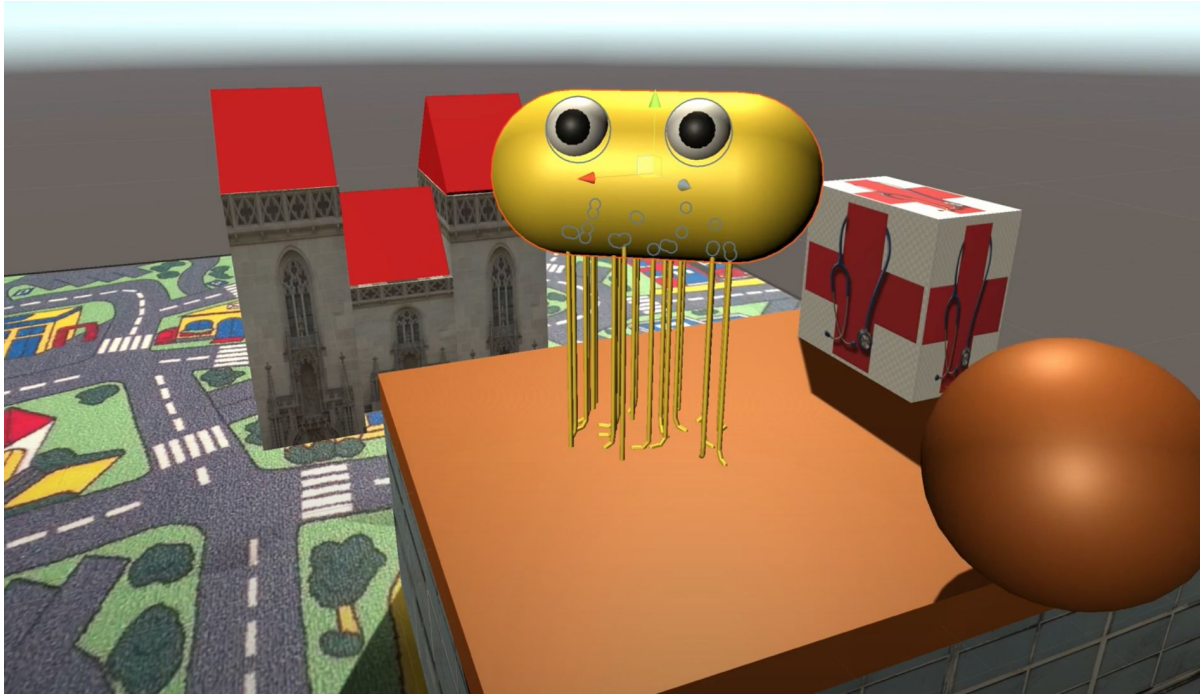
- Between sphere-sphere and sphere-box
- Broad phase and narrow phase
- Inelastic and elastic collision response

# Milestones

1. ~~model spaghetti as deformable objects~~
2. ~~add basic gravitational force~~
3. ~~collide with rigid body meatball~~
4. ~~inertia & acceleration~~
5. ~~model FSM~~
6. spaghetti noodles colliding with each other 
7. ~~add city + polish code~~

# Timeline





# R'Amen

Any questions?