

Motion Captured, Key-framed, or
actuated by a simple motor



Articulated
Character

Geometry
(at initialization only)

Motions at Joints
(Joint angles, updating
at each step)

Forces/Torques
at the Joint

Extended
Rigid Fluid

Feedback
Loop

Torque/Force
Extractor

Forces/Torques
from the Fluid

Interacting Fluid Simulation with Articulated Motion

