Create a NURBS PLANE — (Floor CST)
Create a 2nd NURBS PLANE — (SoftBody)

Go to "input node" — TSE
— increase U and V patches —
Patches U 7
Patches V 7

Dynamics (APSOE)
Soft/Rigid Bodies
Create Soft Body

Creation Options (CO)
Make Soft

Using Softbodies from
the talented ball
13848

Go to wireframe mode —
— look for particles —
Select softBodyParticle Node —

Go to Fields menu
Gravity command

Select particles again,
Shift select the floor,
then particles menu
Make Collide command
05:55 Goals are introduced -

NurbsPlane

patches U 10
patches V 1

Make it wide (scaleX), i.e. very long,
but not too wide (scaleZ)

rotate Z 90°

Animation is length 150
1 10 20 30 40 50
-12 12 -12 12 -12 12

Soft/Rigid Bodies > Create Soft Body

Copy > Duplicate, make copy Soft

Hide Non-Soft Object

Make Non-Soft a Goal

Weight 1.0

Go into component mode (HQC)

10:30

Select by component type & points (RMB for more info)
Points choices — RMB choose only the particles components

Now select a row of the particles —
Window menu (FEM CDW)
General Editors
Component Editor...

Go to the Particles tab of the Component Editor dialog box —

See goalPP (Goal weight on a per particle basis).

Select 1st two rows of particles (top rows)
Set goalPP to 0.2

0.3
0.4
0.6
0.8
0.9

Leave the base at 1.0 (100%) for goalPP.

2nd row from bottom