

Create a NURBS PLANE — Floor USA

Create a 2nd NURBS PLANE —

SoftBody

Go to input node: — TSI

— increase U and V patches —

Patches U 7

Patches V 7

Dynamics (APSR)

Soft/Rigid Bodies

Create Soft Body

Creation options (CO)

Make Soft

Using Softbodies
from
the talented ball
13048

www.3dbuzz.com

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 —

(US2)

Nurbs Plane

Patches U 10

Patches V 1

Make it wide (scale X), i.e. very long,
but not too wide (scale Z)

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

CO → Duplicate, make copy soft

→ Hide Non-Soft Object

→ Make Non-Soft a Goal

→ Weight

Go into component mode (HOC) ↑

(10:30)

Select by component type: Points
(RMB for more info)

- NURBS CVs
- Poly Vertices
- Subdiv Vertices
- Lattice Points
- Particles

Points choices — RMB
 choose only the
 particles
 components

(US3)

Now select a row of the particles —

Window menu (FEMCD(W))

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 →