

# Physically-Based Simulation

## Burger-Simulator

Group 27

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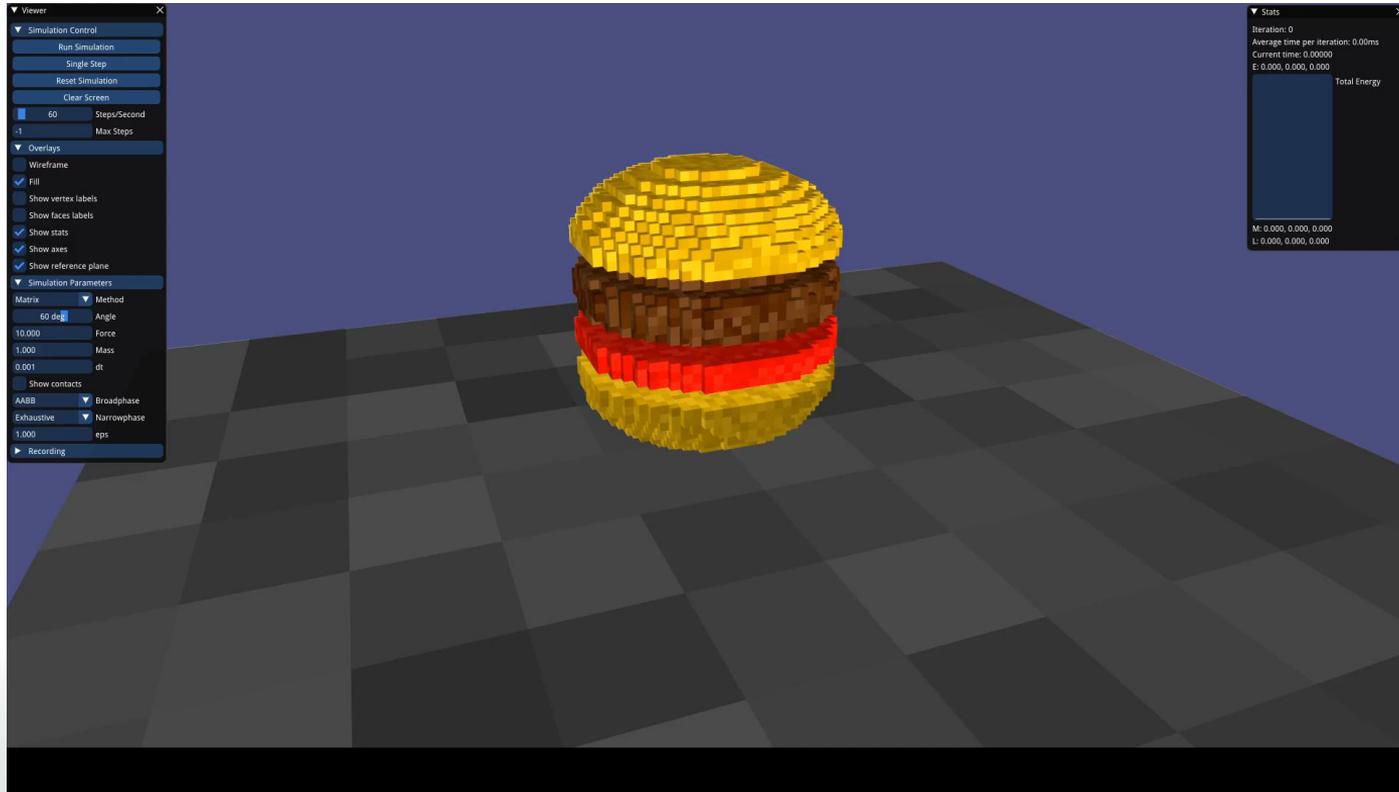
# Simulation Scenario

- Eating-A-Burger Scenario
- Motivation: Recreate experience of eating a messy Burger
- Implementation of Rigid Bodies, Adaptive Colliders

# Well...

- ...We kinda messed up...
- ...but we can show you what we got

# Voxelization works...



# ...physics don't.



# Conclusion

- Cool Idea
- We bit of more than we could chew. (Pun intended)
- Bad time management