15-464 / 15-664 Reference List for 2/21/2013 lecture

**Intro to building a physically based simulator**

Andrew Witkin and David Baraff, “Physically Based Modeling: Principles and Practice,” Siggraph '97 Course notes. <http://www.cs.cmu.edu/~baraff/sigcourse/>

All you need is positions and constraints?

Jakobsen, Thomas. "Advanced character physics." In Game Developers Conference, pp. 383-401. 2001. <http://www.gotoandplay.it/_articles/2005/08/advCharPhysics.php>

Open Dynamics Engine <http://www.ode.org/>

Bullet Physics Library <http://bulletphysics.org/wordpress/> <http://bulletphysics.org/siggraph2011/>

Karen Liu’s RTQL8 <http://www.cc.gatech.edu/~karenliu/RTQL8.html>

Emanuel Todorov’s MuJoCo has apparently not yet been released <http://homes.cs.washington.edu/~todorov/index.html>