

# Animation of Jellyfish with Tentacles

## CONTACT:

### Junsei Hirato

Interfaculty Initiative in Information Studies Annex  
Kawaguchi Lab, 1st floor

The University of Tokyo  
7-3-1, Hongo, Bunkyo-ku  
Tokyo 113-0033 Japan

This animation demonstrates a method for generating animations of jellyfish umbrellas and many tentacles considering the influence of fluid force. Since the computational cost of precise numerical calculations reflecting the appearance of the umbrella and tentacles moving softly in a fluid is too high, this method constructs a computational model with a simplified physical basis. The model is straightforward to implement, has a low computational cost, and capable of generating visually plausible results. It is possible to apply changes to various properties of the motion, such as the propagation of pulsations, simply by changing values of Young's modulus and the velocity of flow in the target environment. In addition, by changing the form of the umbrella, or the length of the tentacles and other variables, it is possible to animate various types of jellyfish.

### Animation Director

Junsei Hirato

### Animator

Junsei Hirato

### Music Composer

Junsei Hirato

### Producer

Yoichiro Kawaguchi

### Supervisor

Yoichiro Kawaguchi

### Production

Kawaguchi Lab, Interfaculty  
Initiative in Information Studies  
Graduate School of  
Interdisciplinary  
Information Studies  
*The University of Tokyo*

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