Acting with Contact in *Ratatouille* - Cartoon Collision and Response

Figure 1: Early sketch for typical contact detailing desired shaping

Figure 2: Hand Face Contact Using Builtln Collider

Figure 3: Character Lying on Couch deforming cushions, whilst also being deformed

Figure 4: Rat Ground Test Pose - No Contact

Figure 5: Rat Ground Test Pose - Contact added against ground plane

Figure 6: Arm Contact into body - Low res example of out of box contact of arm into body

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