Monday's discussion of final projects brought up a number of directions for follow-up.

Some papers building on deformables with point based systems were discussed.

On controlling properties of point based deformable objects:

http://dl.acm.org/citation.cfm?id=1028542

https://www.youtube.com/watch?v=kN3PatKTs7g

Here is the paper related to contact:


https://www.youtube.com/watch?v=q68tkCa5nJs

You can find a lot more on this topic here:

Here is the paper on untangling cloth:


This paper seems very doable for making braids:


The “Tangled” paper I mentioned is this one, but it has very little detail.


One example of how to render SPH fluids is nicely covered in this paper, but implementing this even partially is a project in itself:

https://www.youtube.com/watch?v=M-gB5Jojbeg

Here is the paper on how the characters in the game “Spore” are animated:


http://chrishecker.com/Real-time_motion_retargeting_to_highly_varied_user-created_morphologies
For lift, take a look at the section on the aerodynamics model in this paper:


https://www.youtube.com/watch?v=SoM1nS3uSrY

This topic made me think of “Paperman.” There are probably better video links out there, but here is one that works today.

https://www.youtube.com/watch?v=JF9uz3EGSok