We started by talking about the following paper related to collision detection using signed distance fields.

https://dl.acm.org/doi/10.1145/3384538  
https://www.youtube.com/watch?v=icU6Bm-HZ-E

We then moved on to a preview of character simulation (with a little bit of optimization and control). The three papers we covered were these:


http://graphics.cs.cmu.edu/nsnp/projects/spacetime/spacetime.html

https://www.youtube.com/watch?v=pgaEE27nsQw

I also mentioned the joke SIGGRAPH paper on raytracing Jello. You can find it here:  
https://dl.acm.org/doi/10.1145/37401.37411