10:24:55 From Leathem, Selma to Everyone: Do you have examples [of Final Project reports] from previous years?

Yes. We looked at them during today’s Live Lecture. Go back and watch the video if you missed it. https://media.oregonstate.edu/media/l/1_wxx55888

10:33:00 From Bailey, Mike to Everyone: “Painterly Rendering” [is a term to Google if you want to lookup techniques for making computer graphics images look like they were hand drawn or painted]

10:36:04 From Leathem, Selma to Everyone: Are the bubbles 3D inside a cube map?

Yes.

10:55:37 From Leathem, Selma to Everyone: has anyone ever tried rain?

I have seen papers on it, although they are largely “what happens when a raindrop hits a window pane?” I don’t think anyone in this class has done falling rain, rain in a puddle, etc.

11:03:52 From Todankar, Diksha Pritam to Everyone: if I had to go on a Google hunt for inspiration, what should I look for? Or should I look up research papers?

Modern CG research papers are typically more math-y than I think you want. You might look for articles, class notes, blogs, etc.

11:05:12 From Bailey, Mike to Everyone: If you are looking for papers, the ACM Digital Library is at: http://dl.acm.org All the SIGGRAPH papers are in there. You need to come in via an OSU domain to get free access.

You might also try the SIGGRAPH Computer Graphics Bibliography Database: https://liinwww.ira.uka.de/bibliography/Graphics/siggraph/index.html This will have “articles” in addition to papers.

11:06:02 From Moy, Kevin to Everyone: https://www.shadertoy.com/ might be a good place to look

Great suggestion! There are many cool shader examples there.

11:08:59 From Leathem, Selma to Everyone: are there techniques to make something look wet?

Typically that involves blending a reflection cube-map with some lighting.

11:10:55 From Leathem, Selma to Everyone: I might try to build a puddle
11:12:01 From Leathem, Selma to Everyone: thanks, I'll look into it. Building the puddle might be a bit tough.

Probably not as tough as you are thinking. If it was me, I would take a circle (a glman “Disk”) and perturb it slightly with noise, not unlike your ellipses.