Final Project: A Lightweight, Procedural, Vector Watercolor Painting Engine

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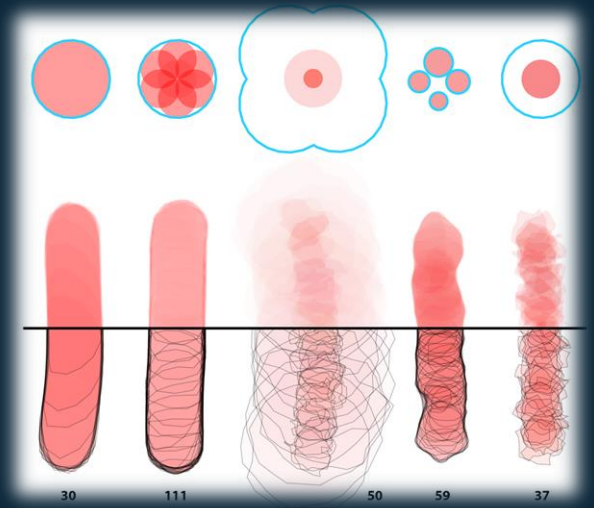
Overview

- The goal is not to exactly duplicate watercolor painting, but to create a range of dynamic behaviors that allow users to achieve a similar style.

Overview

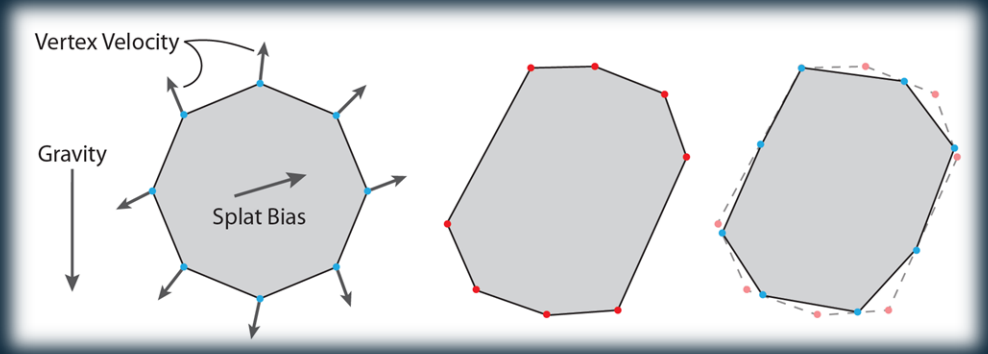
Splat configurations

- Simple
- Wet-on-dry
- Wet-on-wet
- Blobby
- Crunchy



Splat motion

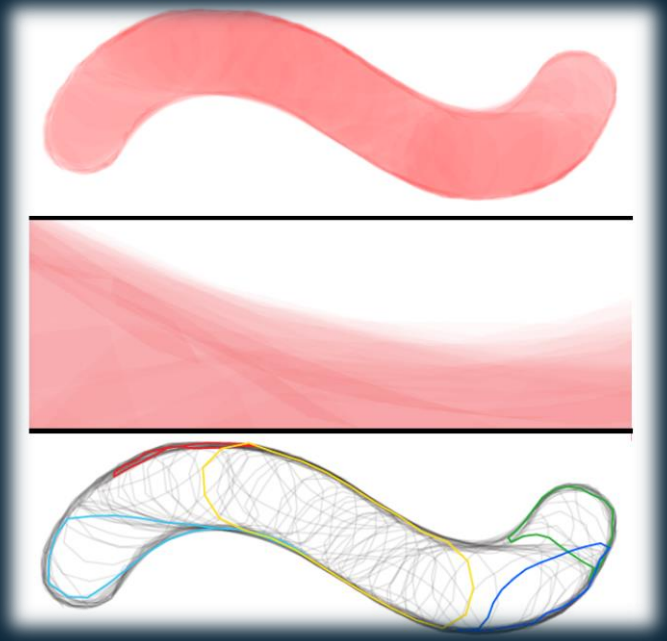
- Each splat's motion is dictated by a per-vertex velocity, a splat bias, and a global gravity.



- Initial configuration
- After advection.
- After boundary resampling.

Stamp

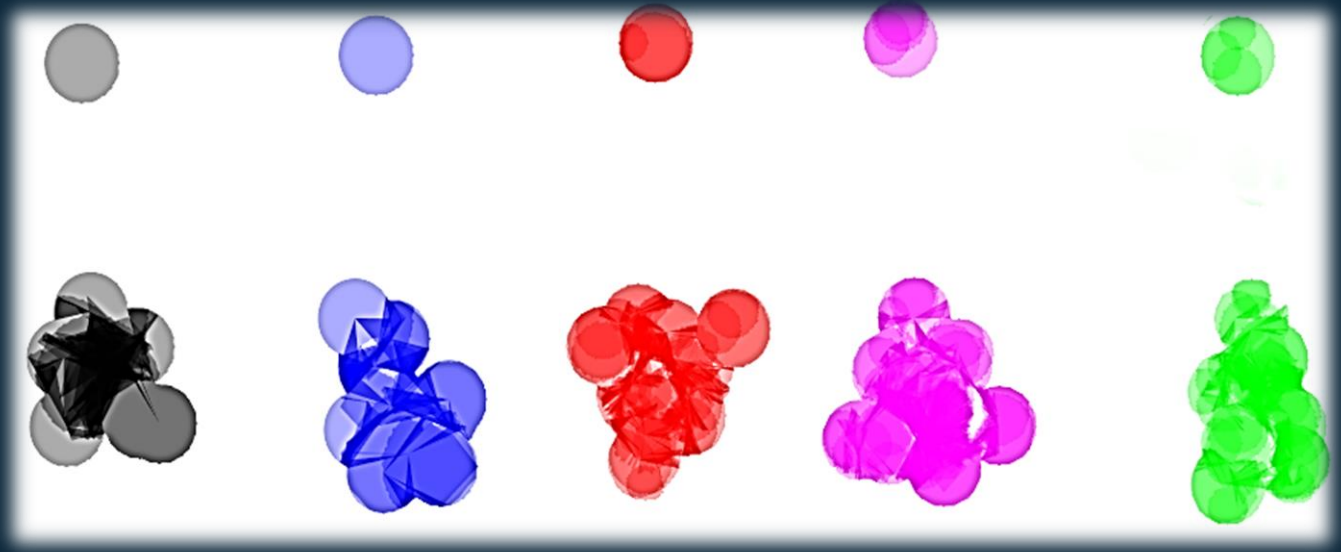
- The vector output of a brush stroke made from left to right.
- 195 splats.



Implementation

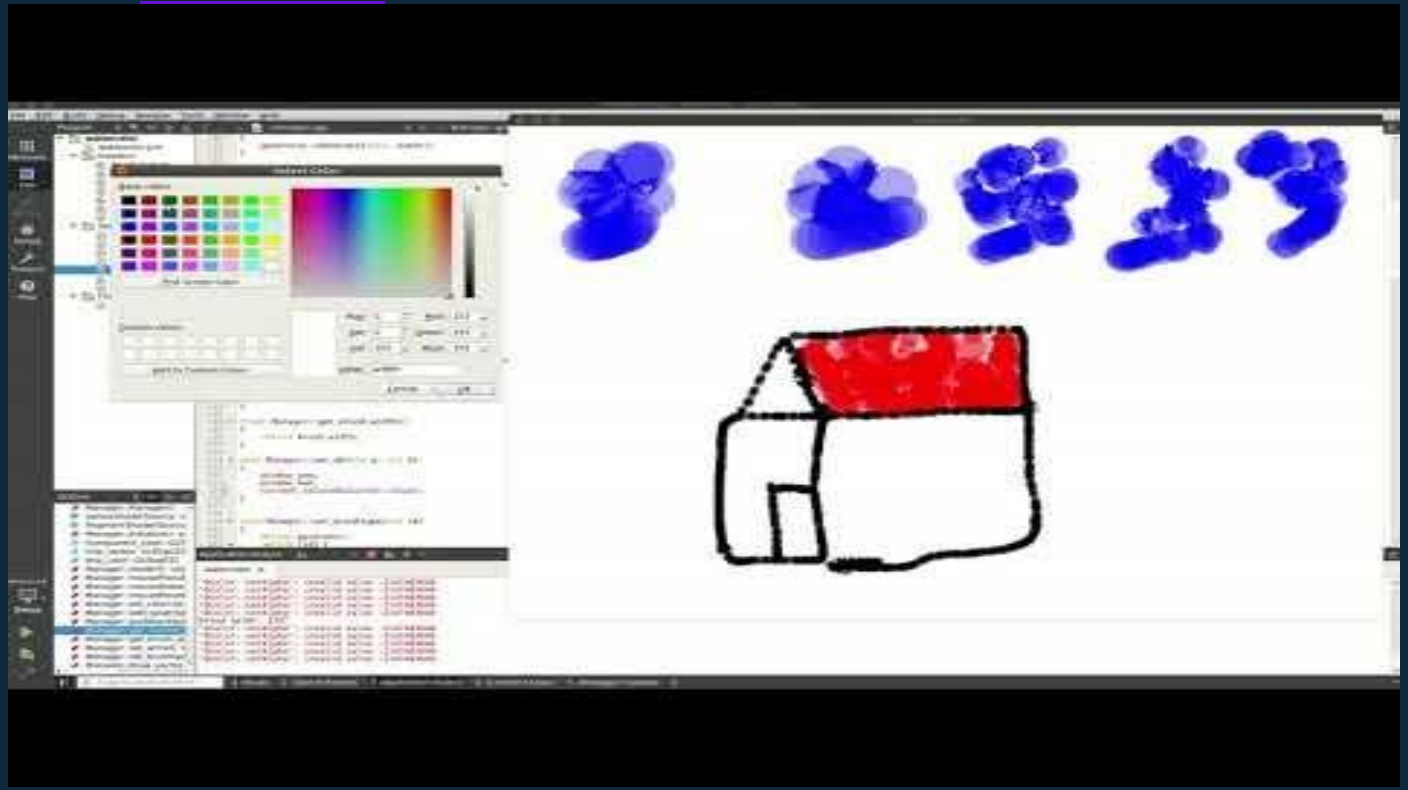
- No source code available.
- OpenGL
- Goals:
    1) Splat configurations
    2) Splat effect

Results



Results

Video



Thanks!

Questions?

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