**CS 432 – Final Project**

Requirement Fulfillment Document

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| Component | How Fulfilled |
| 3D World |  |
| Movable camera |  |
| Additional camera |  |
| All Object Texture Mapped |  |
| Light Source |  |
| Animation |  |
| Object Picking |  |
| Dynamically Generated Objects |  |
| New Geometry |  |
| Advanced Mapping Concept\* |  |

\* This can be reflection/environment mapping or shadow mapping.