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Homework 3 Part C, Final Project Proposal

For the Final Project, I will be working with the other Kevin Wu, Shouen Li, and Joey Sandmeyer.

For my part of the project, I will be creating a melting/freezing shader with viscous elements. That is, I will be making a shader that displaces an object's vertices to simulate the effect of melting/freezing, or a solid turning to liquid.

I recommend reading the other Part C pdf for what I am attempting to do.