Name: Vinayak Madan Shete

Roll No.: TYCOC303

Div: C Batch: C4

Course Name: PBL3- Computer Graphics & Gaming

Course Code: BCE5504

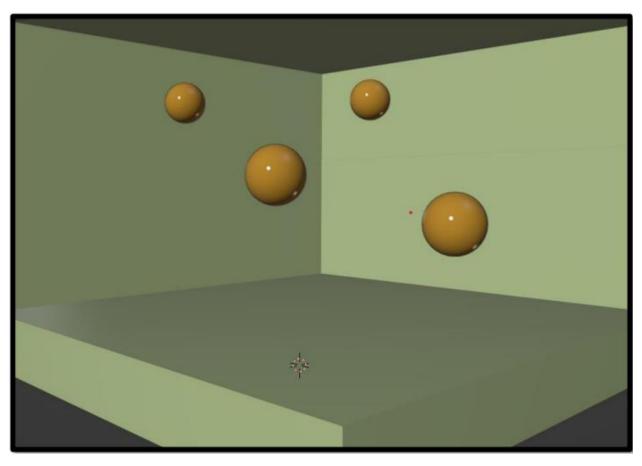
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## **Problem Definition:**

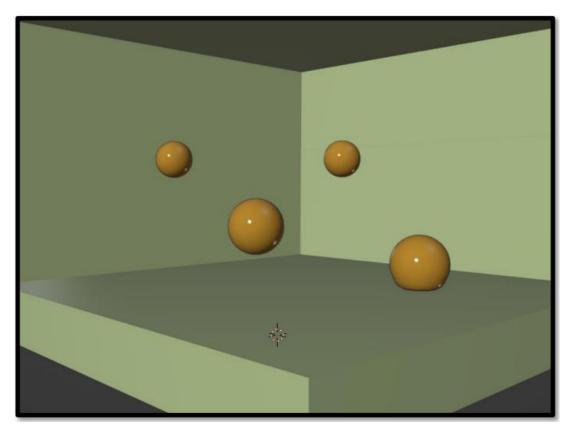
Create Bouncing ball animation using Direct3D/Maya/Blender. OR Create an armature (skeleton) for a character and ring it using blender

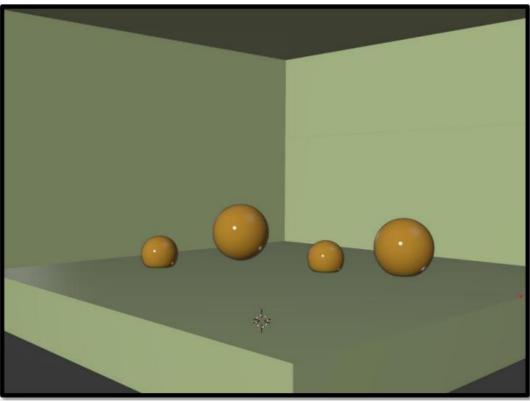
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Output: Bouncing Ball



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## TYCOC303\_PBL3\_CGG\_Ass4

