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Final Project Proposal

My proposed project is a little pig running through a forest. The pig in itself will require my use of multiple types of primitives. My model will be created manually; though, I hope to dabble a little bit in procedural modeling while creating the forest. The effects I am interested in using for my project include: shadows, music/sound effects, interaction, collision detection/physics, and bloom.

Possible Plateaus:

* model the pig
* add shadows
* use bloom effect on pig (if it looks good)
* make pig move using keyboard controls
* create forest model