**Project Proposal**

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For my final project, I'd want to design three sports court scenarios, such as tennis, soccer, or basketball courts, and place them in various terrains, along with other natural disaster components, random balls, and nets. I'm attempting to make it as realistic as possible. Finally, I'd want to combine them with a switch node and animate them as best I can.

For the first court, I'd want to make a soccer court in a desert environment using a "mountain" node and randomly scatter balls on the court using a "scatter" node that moves when animated.

For the second court, I'd want to make a basketball court with uneven ground topography using a "mountain" node and an earthquake using an "RBD material fracture" and an "RBD bullet solver."

For the third court, I'd want to build a tennis court with a ball on the court and seating for the audience around the court, and I'd like to experiment with Houdini test geometry objects. Using Popnet, add heavy rain or a windstorm to one of the courts. Finally, I will try to incorporate the majority of the topics presented in class to make the overall project interesting, and I am open to any suggestions for my project.