1 Final Project Proposal

1. Theme:
   We will render a number of marbles bouncing around and bumping into each other, following the laws of physics, and casting shadows on each other and the surface they are on. We also plan on having the marbles on some table, and they will fall off / be "shot" onto the table. We might also apply a texture map to the table surface and include

2. Technical Features:
   - Collision Detection
   - Shadow Mapping
   - Texture Mapping
   - Glass Shaders

3. Group Members:
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