

Title: To create two glass balls and roll it over the floor in sequence(one after another) and then stop at the stop line given, floor can be selected as per your choice to make it look better.

1. Steps to make the ball look like a glass ball.
 - a. Add a UV sphere
 - b. Select it and go to Material Properties
 - c. New material and choose Glass BSDF
2. Steps to roll the glass ball over the floor.
 - a. Add a path (Nurbs Path or Bezier Curve)
 - b. Select sphere and goto object constraints properties
 - c. Add Follow Path and choose Path as target
 - d. Change the offset as required
 - e. Create keyframes use Euler rotation
3. Name the modifiers used for creating animation, if any?
 - a. Not a modifier but constraints. (Follow Path)
4. Screenshot of the UI of blender.

