Group on THIS PROJECT: Avery Berninger (I worked alone)

Group For Next Project: Dakota Locklear & Avery Berninger

Ideas for final project (CSE 472) - Avery Berninger:

I would like to do something with fluid simulation. Perhaps I could render a scene with water-like (fluid-like) physics. Though, I’ve been looking into this and it does seem like a complicated project. If rendering a scene with a fluid is too much, I would like to render an ancient Greek helmet (spartan helmet) or a medieval weapon of some sort (Perhaps a mace/mourning star). Let me know if you have any feedback for me. Thanks!