

# Physically-based Simulation in Computer Graphics

## Project Plan: Paintball shot

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# TIMELINE

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| date                               | goal  |
|------------------------------------|---|
| 06.11                              | Start project                                   |
| 13.11                              | Ball, before collision, Framework, GLUT, OpenGL |
| 20.11                              |   |
| 27.11                              | Particle-based fluid simulation                 |
| Mid-project milestone presentation |   |
| 04.12                              | Collision and Ball before collision             |
| 11.12                              | Design  |
| 18.12                              | Projects due                                    |