

Physically-based Simulation in Computer Graphics

Project Plan: Paintball shot

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FIRST PHASE: INTRODUCTION

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

Tabelle 0.1: Timeline