

# 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	Ball before collision and collision
11.12	Design
18.12	Buffer
Projects due	