**CSCI3260 Project**

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Snapshots

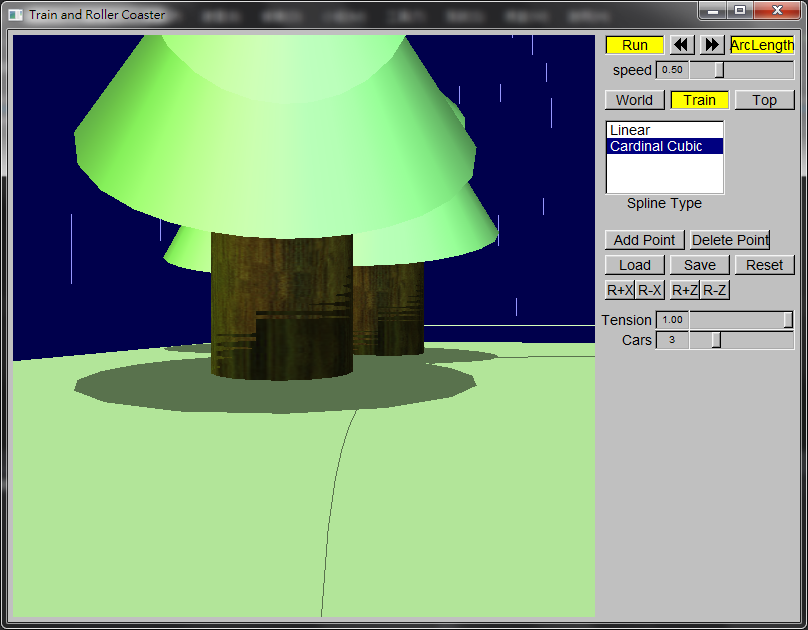
Figure 1 Raining Scene

Figure 2 XXX Scene

List of functionality

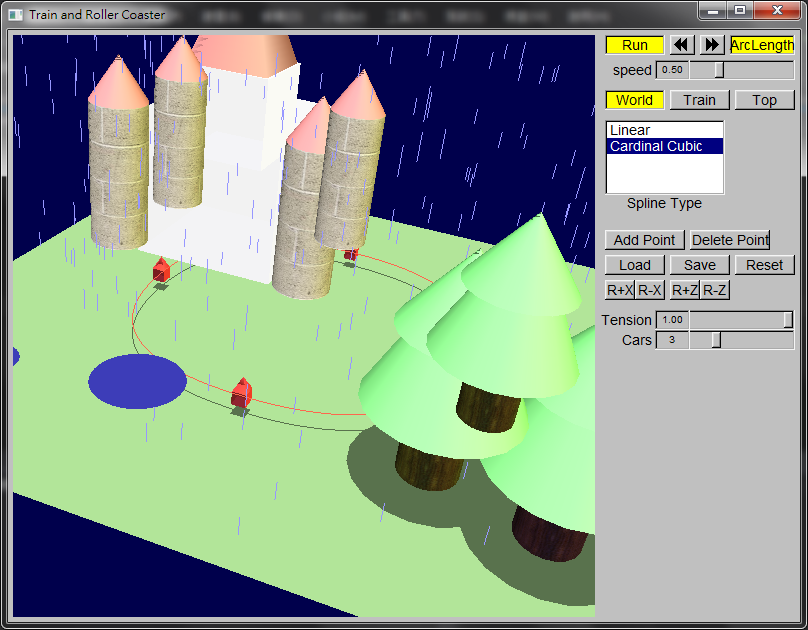
*Basic*

1. Top down view
2. Train view



Train View

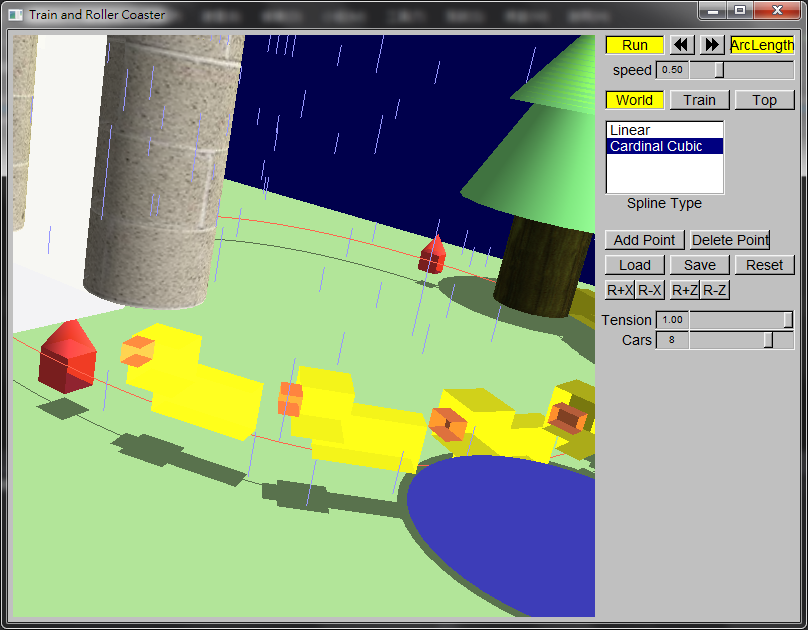
1. Buttons for adding, removing, or repositioning control points
2. Saved and loaded control points from text files in the format of given sample
3. Multiple kinds of curves
4. Play button to start/stop
5. Slider for speed control for the train
6. Have some scenery with texture in the world besides the ground plane



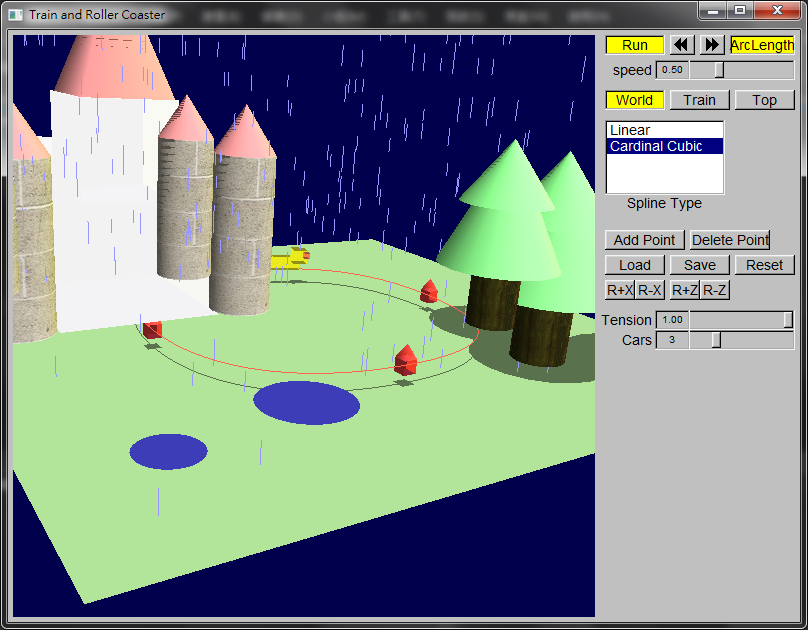
Castle and trees with texture

*Bonus*

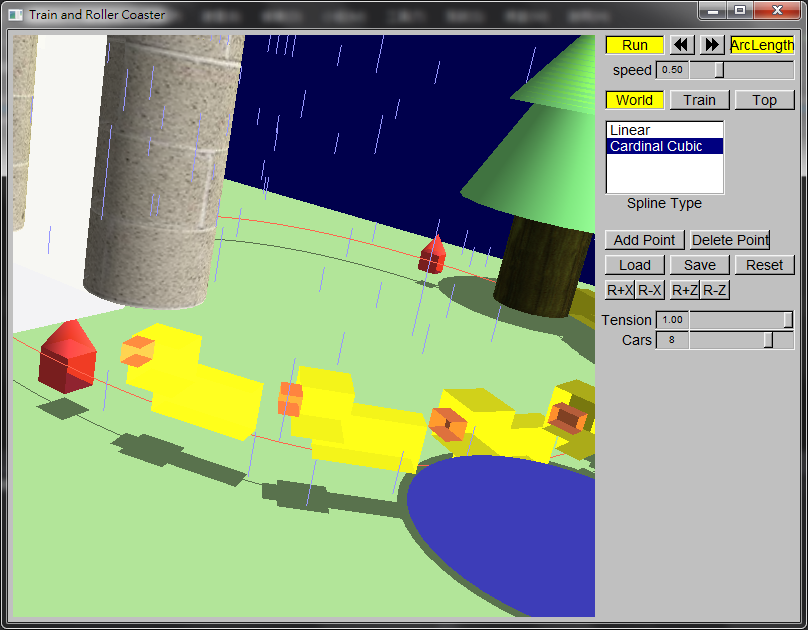
1. On/Off for Arc-length parameterization
2. Additional carriages on your train



1. Simple physics for train
2. Other Cool Effects: Animations with particle system, advance texture mapping etc.



Rain Scene and the size of ponding will increase



Carriages become ducks now