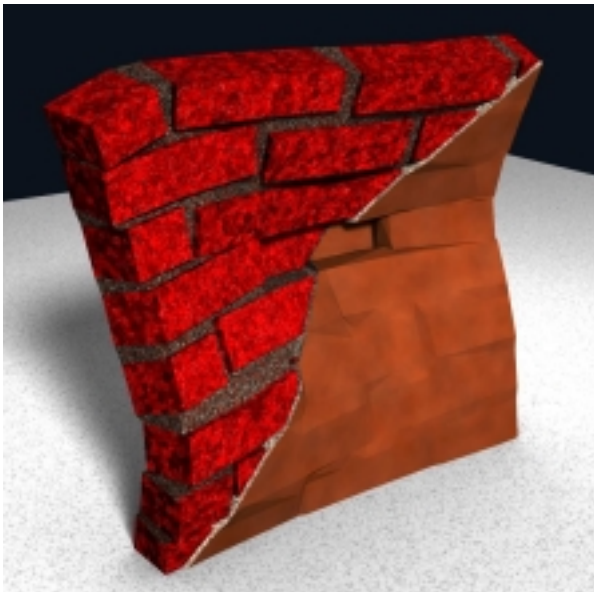# Project Overview

- Combines the fidelity of a boundary representation with the flexibility of a volumetric model

- Interactive surface & volume modification
  - Rich set of shaping tools
  - Tools for simulating natural processes
  - Tactile feedback

Progress Through June 2000

- Rich libraries for physical simulation
  - Parameterized simulation based on realistic material properties
  - Fracture of static materials
  - Bending of malleable materials

Progress Through June 2000 (Continued)

- Dynamic Simulation
  - Gravitational forces
  - Object interaction
- Collision Detection
  - Object inter- and intracollision
  - Ground-plane collision
- High-quality rendering of results