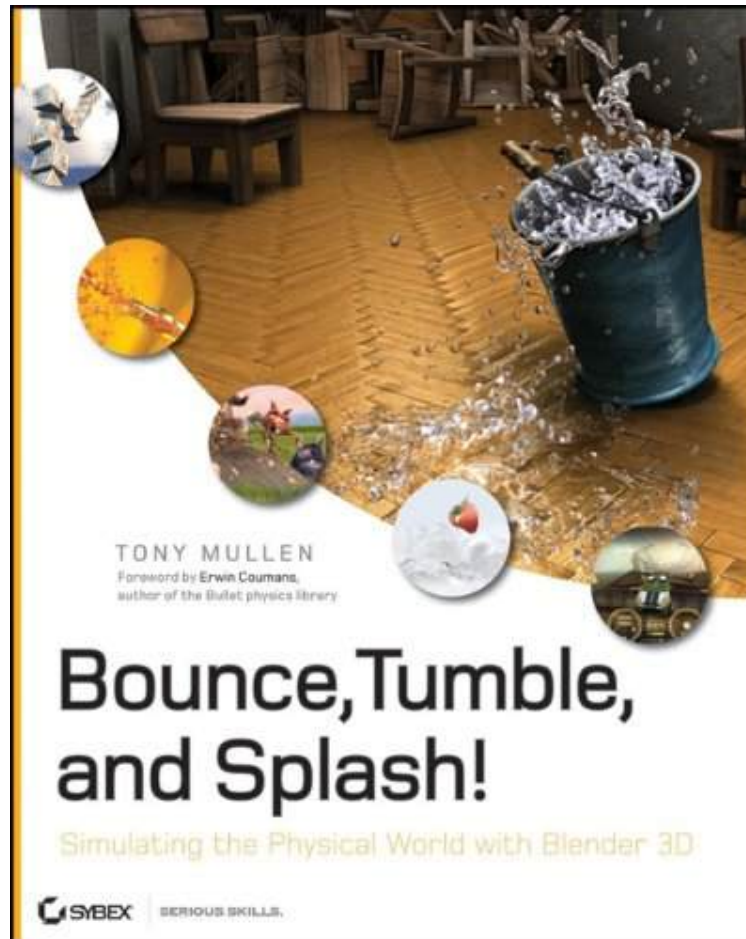


# Bounce, Tumble, and Splash!: Simulating the Physical World with Blender 3D

*By Tony Mullen*



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