Make an animation of two bouncing balls. Each ball should have distinctive characteristics that make it sharply different from the other. Your scene should include the balls and (if you like) a torus or two. It should not include any other visible objects. All objects should be shaded with the default, neutral gray color. You should not use any texture maps. You should use only the default lighting. You may animate only the position, orientation and/or shape of the ball. You should not animate the torus or any other aspects of the scenes. While you are working you should use the resolution gate and think about the relationship of your scene to the frame in which it sits. Do not use any tools and facilities of Maya that were not covered in the tutorial.