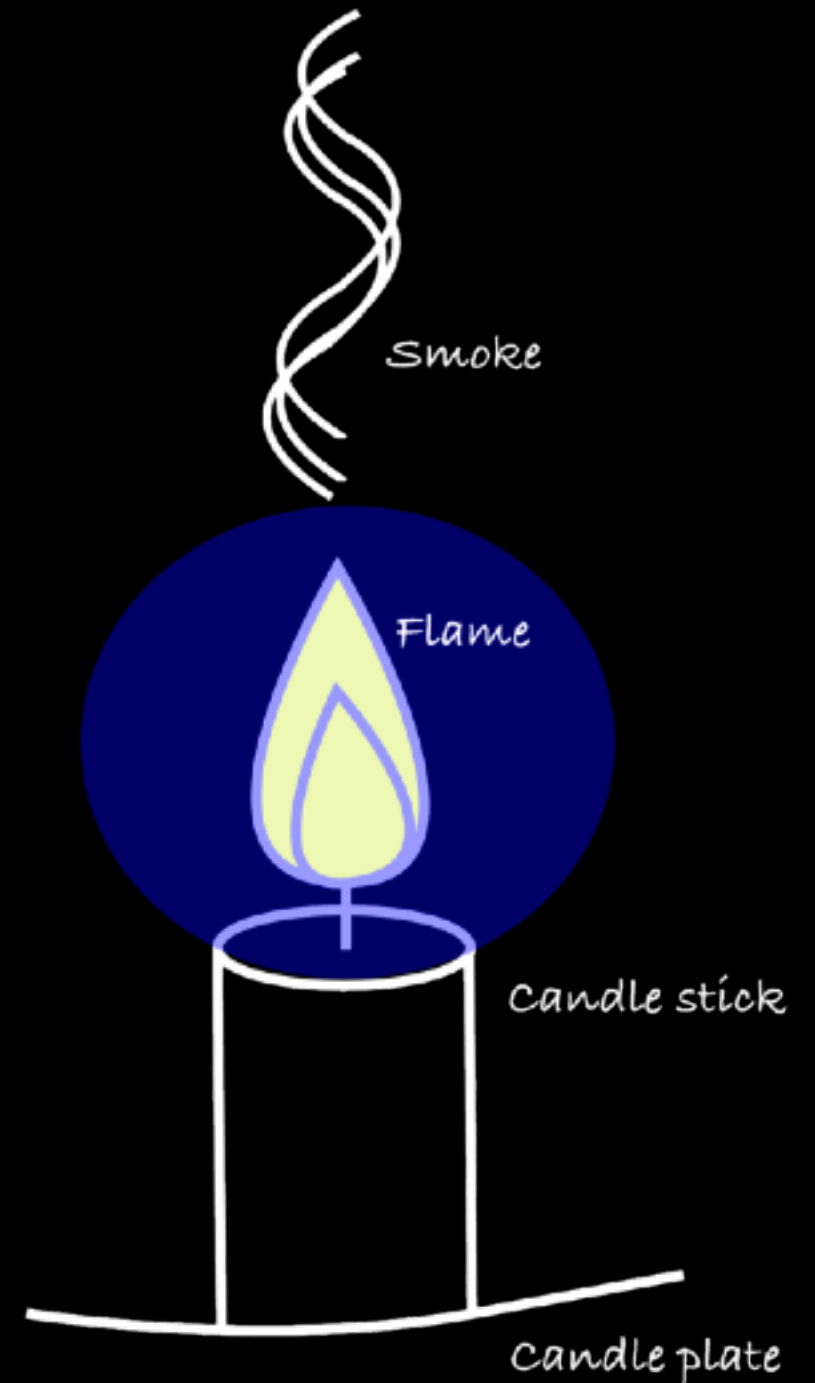


MOCK UP

- The project will be implemented using WebGL
- *smoke* and *flame* particles will be managed through **shaders**
 - *The physical model is simplified for this project purposes*
- The scene surrounding *smoke* and *flame* will be represented using **three.js** library



WHY THREE.js?

- Three.js is an Open Source javascript library that offers methods for interfacing WebGL core
- Three.js allows to create complex 3D animations and system that may be much difficult using only javascript
- A well explained documentation is at: <https://threejs.org/docs/>