FLAMES

- A flame is the visible, gaseous part of a fire. It is caused by a highly exothermic reaction taking place in a thin zone.

- Flame color depends on several factors, the most important typically being black-body radiation and spectral band emission, with both spectral line emission and spectral line absorption playing smaller roles. In the most common type of flame, hydrocarbon flames, the most important factor determining color is oxygen supply and the extent of fuel-oxygen pre-mixing, which determines the rate of combustion and thus the temperature and reaction paths, thereby producing different color hues.

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*