Project 3: Forest Scene

Requirements

Written in Processing 3.5.4

No special libraries required.

Operation

Run Small_Project_3.pde in Processing.
Then the forest scene will appear. You should be able to see the leaves falling as well as gusts of wind.
You can reset the position of the leaves by using mouse click.

Design notes

The forest scene consists of a brown background and leaves that are falling, notice that the leaves are different colours and shapes that affect the forces that act on it. There are also different types of winds acting on it. One kind of wind only affects several random leaves, the main wind affects all the leaves. The gusts activate at a random time, as well as the direction of the wind changes.

The leaves are made with push and pop Matrix to draw a shape and translate it about the screen.

Video: Forest_DEMO.mp4