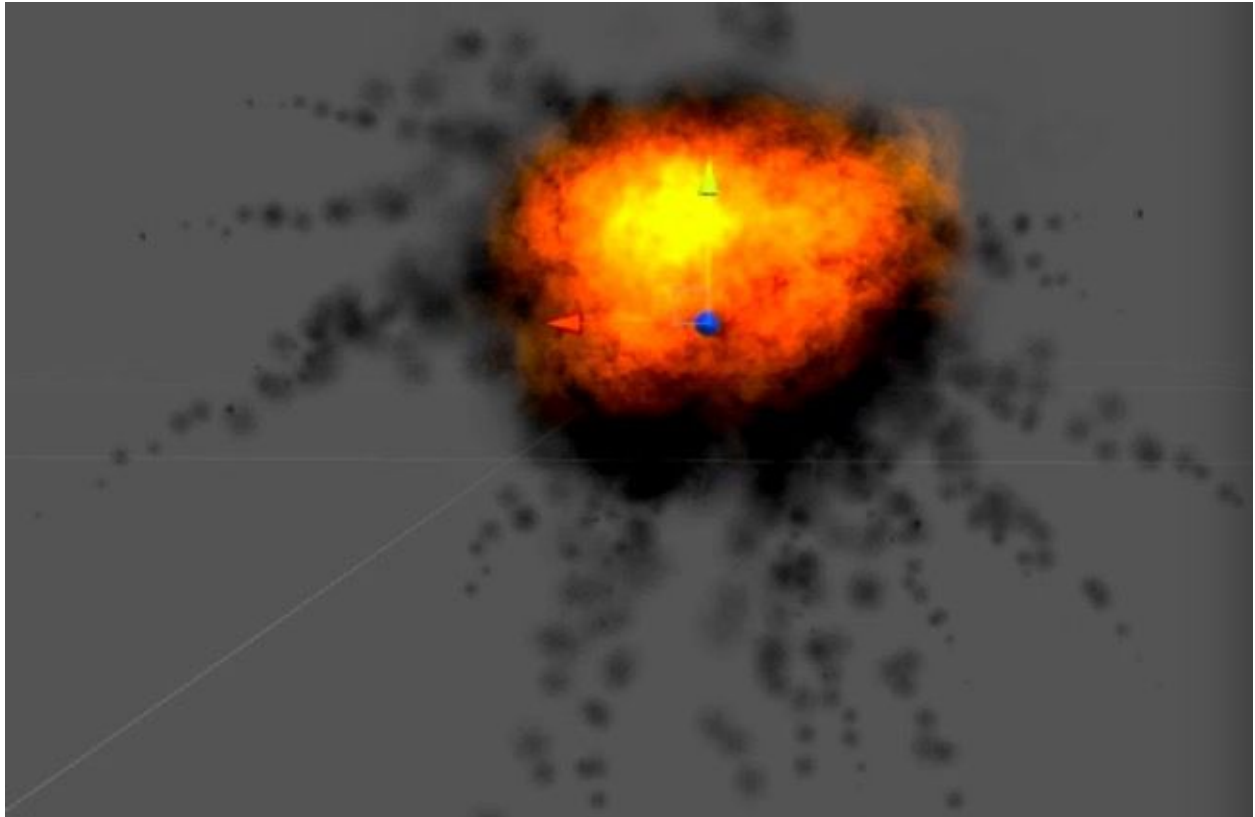


Explosions

Explosions can be created by the particle system.

A explosion first produces a cluster of particles, which is like flame. And then the particles of the flames grow outward in a very fast speed. The directions of where the particles grow should be random. And then the particles die and the flame gradually dies and all the particles disappear. Shader will be used to control the transparency of the flame color. As the outburst particles die, the flame color controlled by the the shader will start to be transparent and fade away.



The center of the explosion is the flame, and the black dots are the outburst particles. The particles will goes outward, and as they go, the flame will start to lose its color and then be transparent. At the end of the explosion, the outburst particles disappear and the flame became completely invisible.

Part B:

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