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CMPM 163

Part C

Topic: Interstellar Clouds

I am thinking about creating interstellar clouds. Apparently, they are an accumulation of gas, plasma, and dust in galaxies. I want to see how to create this effect through mainly transparent particles. Lighting the cloudy/gassy parts of the clouds will be the hardest to understand.

I think to implement this, with no prior knowledge, would to do something similarly to the smoky effect in hw2. But instead, there needs to be much more complications when it comes to the lighting and blending of the particles. Each particle cannot be distinct, at the same time the whole needs to be lighted correctly in a way where wherever in the universe, the lights will refract over the clouds.

I think this will be hard, and challenging, but the final product may all be worth it in the end. Another hard part is thinking how to integrate this into the final project with my peers.