

CS550 Final_Project

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Proposal

I plan to build a cool fountain because I am so much fond of watching it! To build the fountain, I need to study particle system first, which I browsed for a while and felt confident that I can accomplish it within the next few weeks. The effect of splash may not be so real but I will try my best to learn and implement.

The fountain also comes with a special pedestal that I plan to apply what I learned on it. Including but not limited to GLUT, transformation, shader, light, and texture. The final draft is still in design because I need to balance between my imagination and possibility of implementation. I prefer jumping right into the project and modify my design based on the inspiration and difficulty.

If time permitted, I will implement a nice environment to make the fountain look better. Maybe the spotlight, rainy day, fireworks, and much more. Different keys can change the environment and the splash from the fountain. Nonetheless, it means I need to study more materials to get some of the cool effects, which related to time allocation between my subjects.

After about three days of conception, I came up with this idea while many cool ideas were abandoned. They are really awesome but probably exceed my ability too far. Since I pay much attention to the aesthetic feeling, I will try everything to not disappoint myself with the final product

