

Part A:



My scene first starts out with no rain and only grass field. Then the dandelion's seed will be blown away and the rain will start to falling. Both of the particle system use the inside noise function to maintain a natural flow. Then there will be lightning appears according to the audio. I drew the lighting myself so sorry it looks a little wired.

The camera can be moved by clicking the left/right arrow key.



Part B :

It is in the github repo.