### **Software:**

The artefact aims to simulate collision of dust/sand particles with a glass pane, this is simulated using boxes to represent the particles and a transparent cuboid to represent the glass.

The particles spawn in random positions that is bound so each will hit the glass in different places. They then approach the glass at a constant speed.

### **Objectives:**

The objective when making this artefact was to create a graphic simulation of particles hitting glass and then disappearing a few seconds after to simulate dust or sand particles hitting a glass pane.