

CMPM163 HW3 Part B

Part 1.

I would like to create an explosion effect for my final project. I attached an image for the potential visual effect below. I think I need to use noise function and particle system to visualize the explosion effect. And I also need Phong lighting model to deal with the light map.

Similar effect video link: <https://www.youtube.com/watch?v=i4-MmjNsS78>



Part 2:

Our team members:

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