

<https://www.lighthouse3d.com/tutorials/view-frustum-culling/view-frustums-shape/>

Smoke assets pulled from project 1

<https://opengameart.org/content/campfire-for-platformer>

- Built a billboarded smoke particle using some code from the billboard example.
- Modified the particle system from project 1 to manage these particles.
- Used SimpleDrawNodes to build the plane for the particle systems to sit on, and some cubes for reference.
- Made particle systems into a grid.
- Implemented basic culling for particle systems behind the camera.
- Implemented on screen menu for optimizations.
- Implemented horizontal FOV based culling.
- Implemented grid and optimization controls.
- Unlocked Framerate.
- Implemented Frustum Culling
- Animated fire from a sprite sheet, with blending between frames.