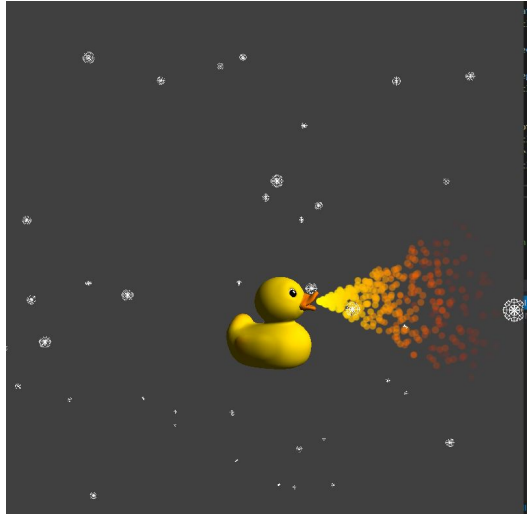


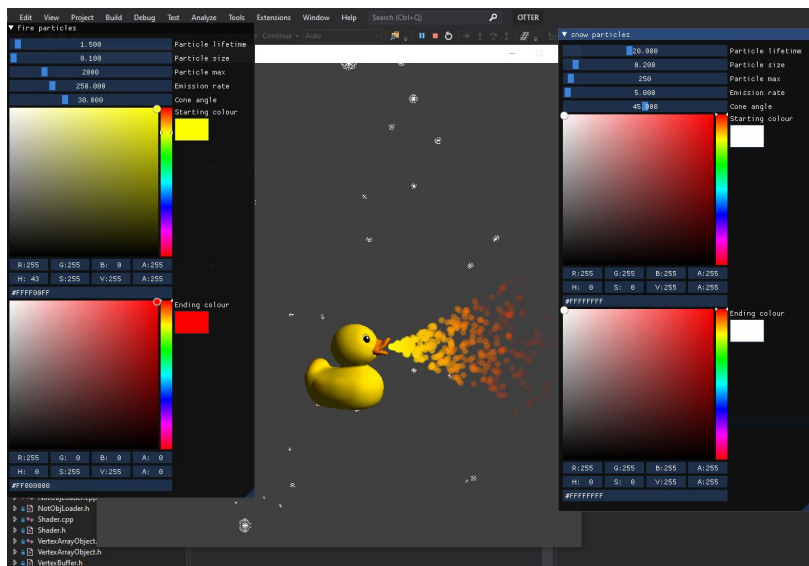
Week 5 Tutorial Task - Custom Particle effect

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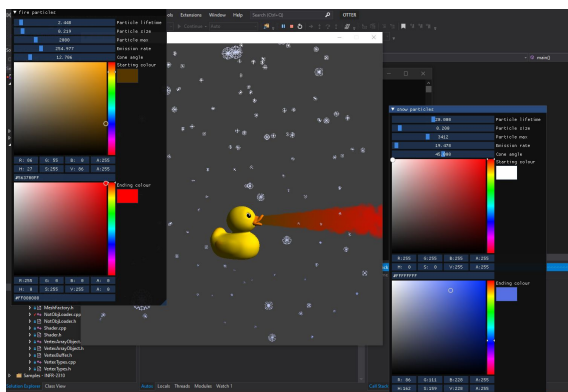
For my custom particle effects I did a couple of different things. First I went into photoshop and created a new custom snowflake texture with the line tool in there and added it into the project, creating another particle system and entity to have the snow, making it come from above the top of the screen and go down so it looks like it's snowing around the duck.



But that was the smaller portion of the changes I did, the far larger portion of it was the addition of two ImGui tabs that allow for runtime control of all the variables of both the fire and snow particles. Giving sliders for all the scalar values (lifetime, max particles, emission rate, size, cone angle, etc.) and making use of ImGui's ColourPicker4 function and a converter from GLM/gtc/type_ptr to give the user a full colour palette picker akin to the one from photoshop and similar apps.



Picture of the ImGui tabs



Picture of the flame data changed in ImGui to create a darker denser flame, and the snow changed to be more blue tinted and have a heavier snowfall.

I can only fit a few screenshots on this cover page so try out changing the values I've set up with the ImGui yourself too!