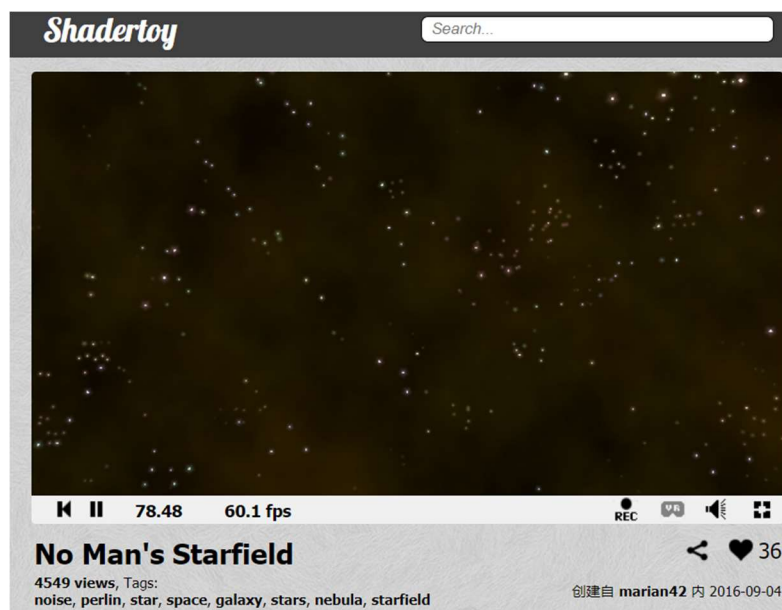


Starfield Simulation



My favorite screensaver back in the days of Windows 98 was the starfield simulation that shipped with Windows itself. It was a very simple screensaver that represented stars as a collection of white pixels on a black screen, with each updated frame the 'stars' appear to move closer to the viewer by moving in a direction away from the center of the screen (to give the illusion of perspective).



I have found some good work on shadertoy.com as above. But what I want to make some improvements on them. First things come into my consideration are various background of the starfield. I'm planning to create some nebulas using Perlin noise function. In addition, I also want to add some movement of the camera. The main thing is that I feel like I'm still new to GLSL programming and having problem to foresee any inappropriate design of this project. Is this Ok? I think this may be enough for individual project (but I'm looking forward to have teammates to share their ideas.)