

Description:

I've tried recreating the festival of kites, called Vasant Panchami, celebrated widely in India. I simulated kites through a particle simulator. I varied the sizes and opacity of the particles to simulate depth and sizes of the kites.

Instructions:

As soon as the window is launched, a few particles are initialized, but they fade out quickly. Click and drag on the window to create more particles.

I've also made grass as a measure of the number of particles. So more the intensity of mouse clicks, greater the grass waving frequency.

Requirements:

1. Used double buffering
2. It will close on pressing ESC key
3. It is an interactive program as you need mouse click to keep on generating more particles
4. I've used color gradation and alpha blending
5. I've used many OpenGL primitives (more than 3)
6. I've used state transition to check the state of the particle