

Part 1: This is a program that replicates fire. There are 6 fire particle effects on display that all react to the sound in the scene. When the sound reaches a certain threshold, the fire effect emits more leading to a higher amount of particles and a more yellow appearance. The user can reduce the volume of the music in the scene, control how sensitive the fire is to the sound, edit the speed of the fire particle effect, and turn off the noise that is being applied to the fire.

Part 2: Simply explains my goals within my final project group.