Name: Lingfeng Wang
Student number: 170665151

Supervisor: Dr G Ushaw

# Dynamic weather System

## Motivation :

Virtual reality is one of the main uses of computer graphics. Implement a dynamic weather system which is an important element of the real world can obvious improve the realistic and immersive experience for the player. Implement a dynamic weather system which is an important element of the real world can obvious improve the realistic and immersive experience for the player.

## Aim:

To implement the dynamic weather system using Unity engine.

## Objectives::

- Research the data of multiple weather conditions and usage of UnityParticle simulation
- Weather effect on environment
- Transition between different weather
- UI
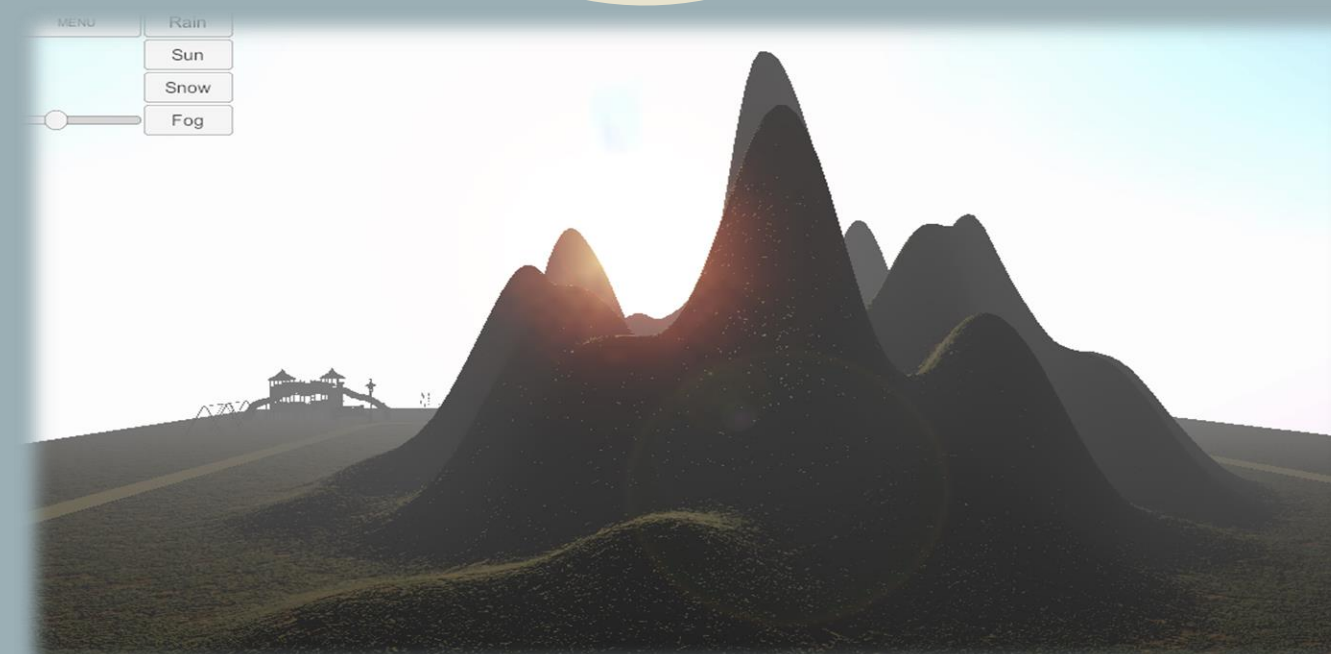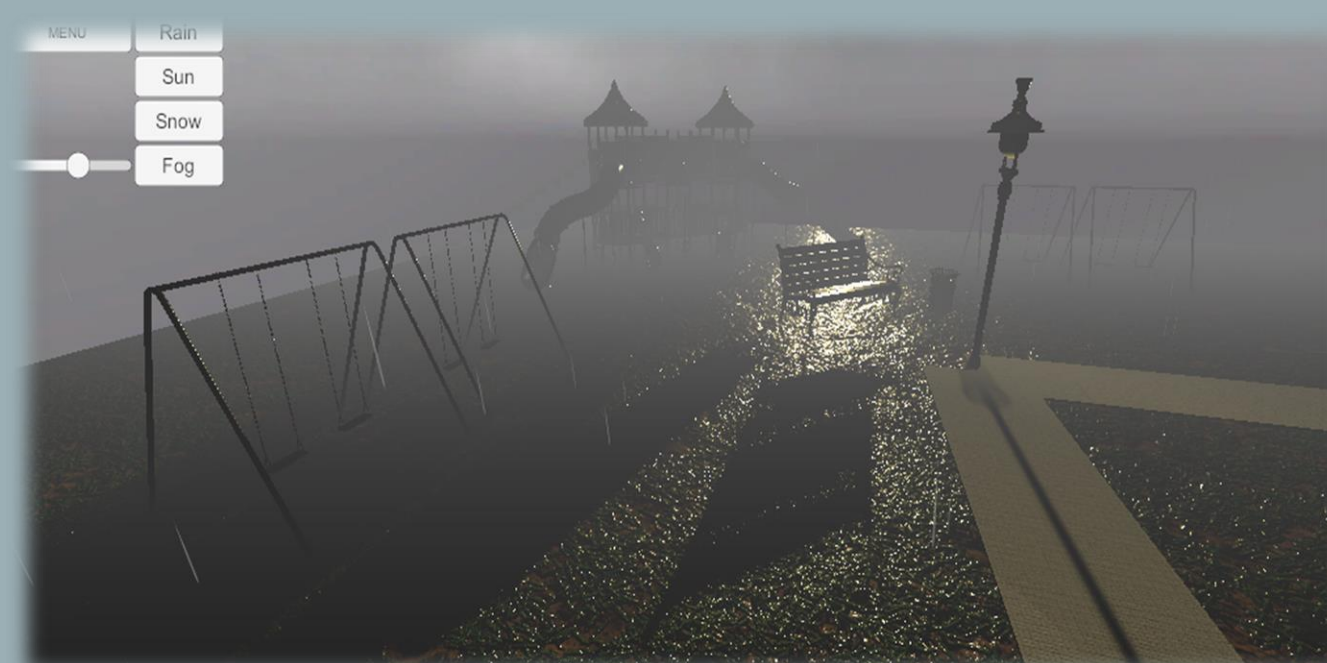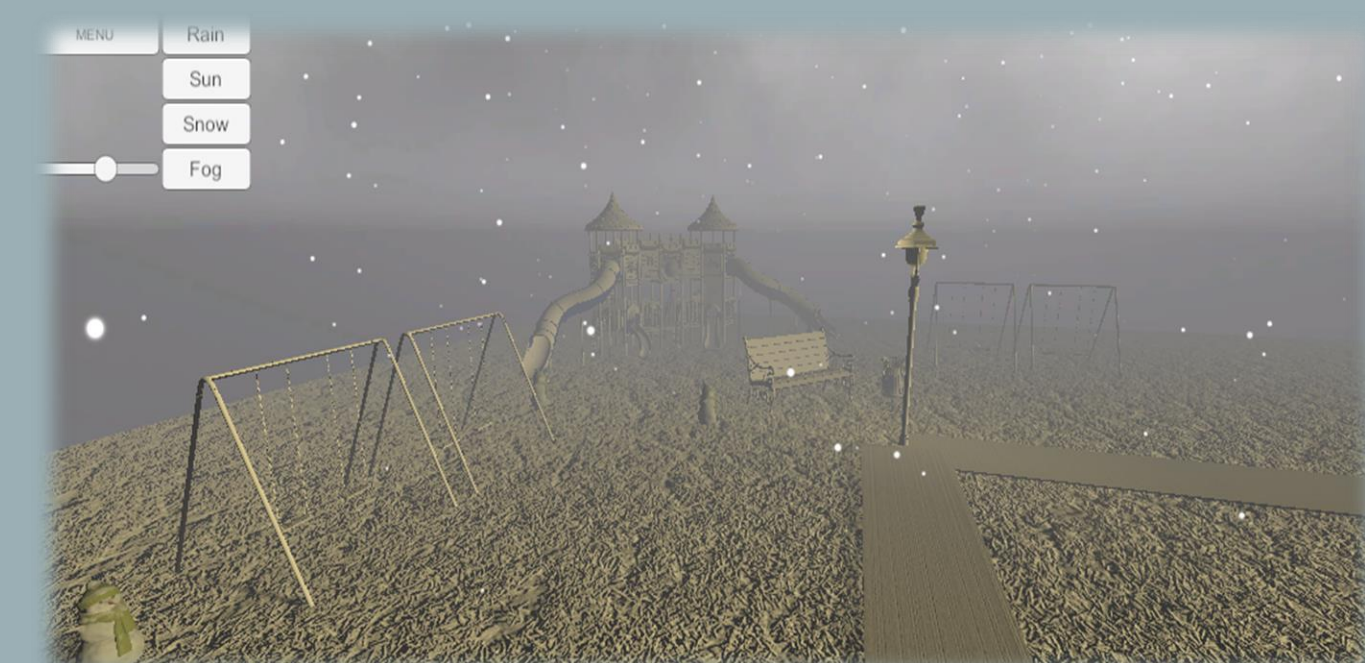


## Technology:

For solving particle simulation, the particle system in Unity is a good way to implement it.

For solving weather effect on environment. The graphic shader can be used for shading in texture.

Using C# scripts to simulate dynamic transition.

Combinate using the particle system and graphic shader for UI

## Future Work:

- Adjust the rate of changing effect and light to make transition more smooth
- Add different weather effect on UI