

PLASMA

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The program randomly generates lightning which is the simulation of plasma and shoots the nucleus on its surface, and the nucleus will bulge in direction of the lightning to absorb the plasma.

Audience can interact with Plasma to generate new lightning by pointing the direction they want and pinch. There's also electric sound when every plasma appears.

The project includes a 2D lightning algorithm with texture, a series of blending and shading effects, PhaseSpace gloves for interaction, and spatial sound tracks. Difference algorithms were used in simulator and render sides for better performance under the constraints of data size for parallel computing.

The starting point of this project is to manifest VITALITY. Watching a fancy plasma ball and a egg hatching process became my inspiration of creating a nucleus and simulating the plasma.