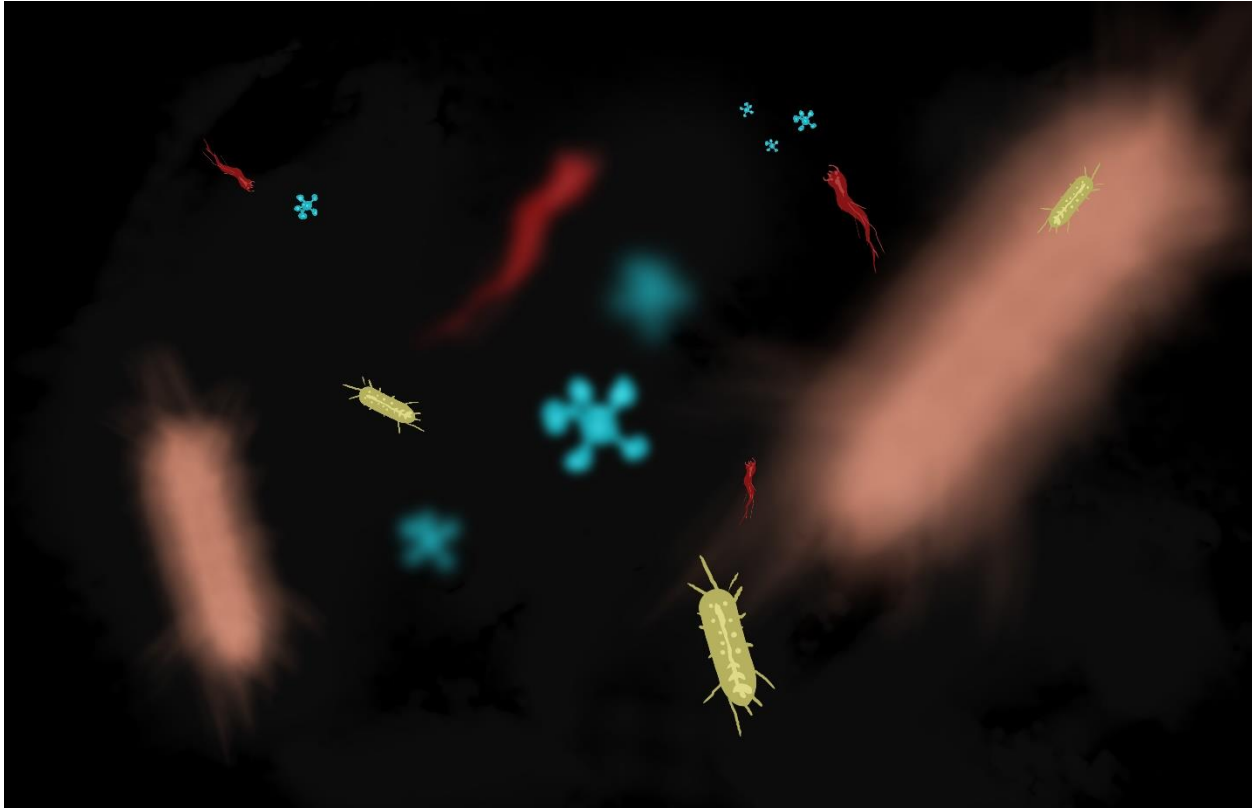


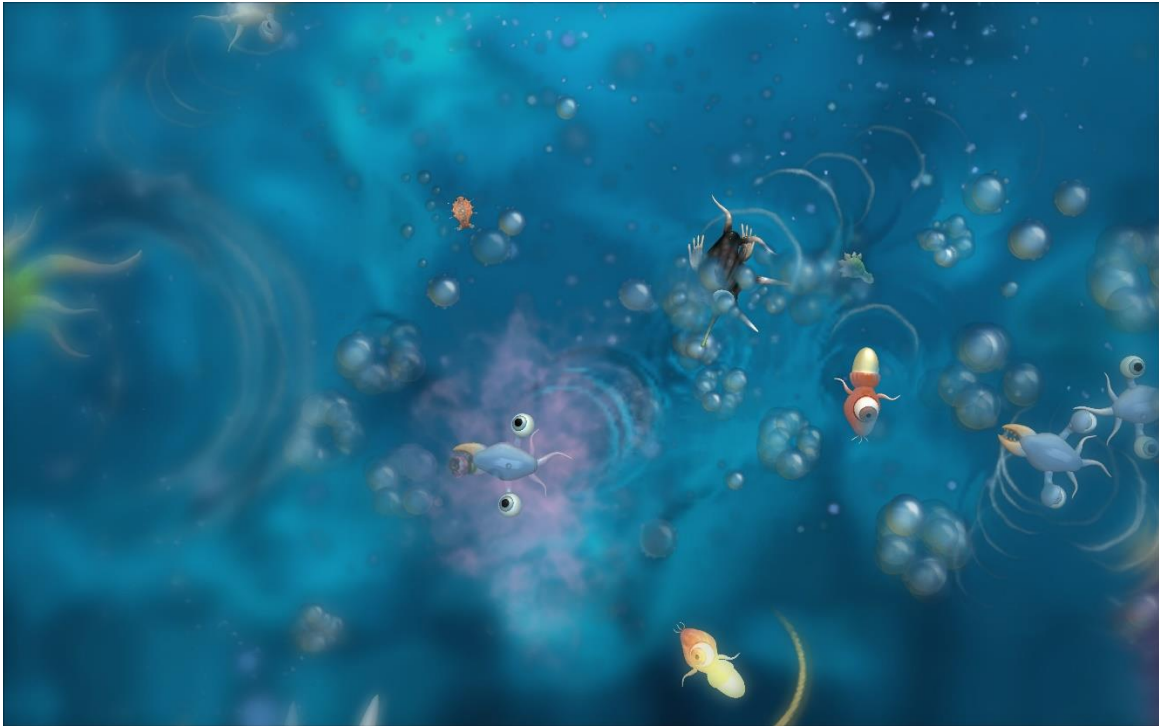
Project 2: Proposal



On the most basic level, I want to make a system of particles that can interact with each other. I like to start my project's vision very basic, and then once I have something working, expand upon it as much as I can. The most basic vision I have is a series of circle-particles that are unique and affect each other in interesting ways. I know I will be able to make something like that since it isn't far from some of the exercises we've done.

Once I have the basic version running, I can choose a theme and direction. Making a little microbial biome would be very exciting. There is a lot of room to make cool microbes and if I end up not being able to make it too complex coding-wise, I can put a lot of effort into making it look beautiful.

One thing I want to do if I can make a microbial biome is different layers of microbes and separating them using microscope blur layers. With the mouse scroll wheel, I want the user to be able to zoom in and out to see different layers of microbes. If you know the game Spore, think of this depth of field effect they use to simulate a microscope. I'm going to try to use the blur filter to make this effect.



My microbes are going to be more focused on co-existing interaction, rather than a self sustaining eat-each-other ecosystem. My goal is to create meaningful interactions, not make a perfect ecosystem.

If I can make a nice set of microbes, I want to have settings the user can toggle before they run the simulation. Maybe different modes like a battle mode where they can damage each other or a conglomerate mode where microbes of the same type can merge together and get bigger.