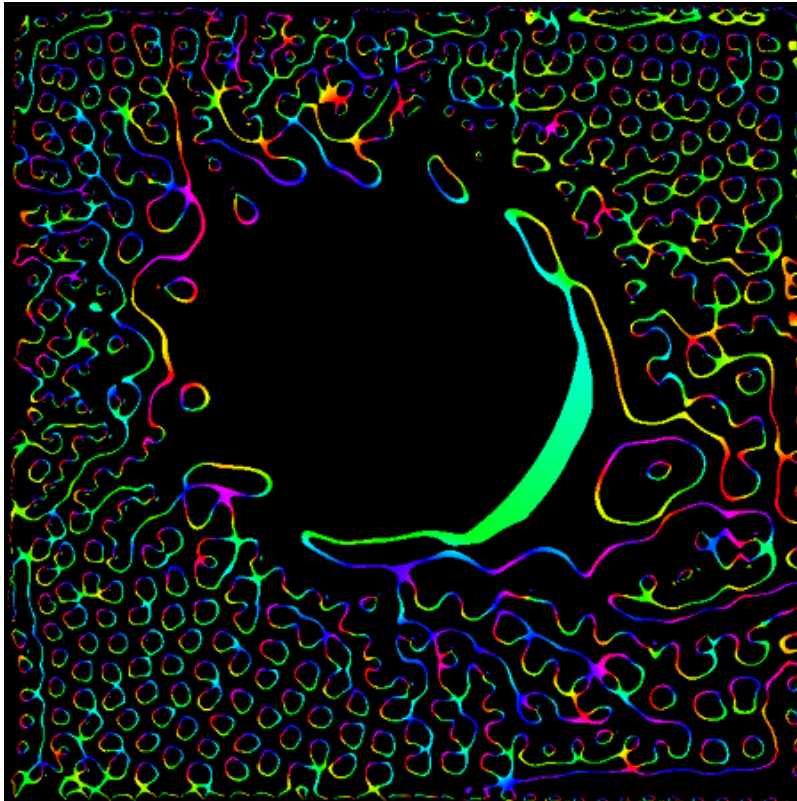


Particle Madness

Computational Graphics course, University of Zagreb, Lab 3.

Simulation of a system of particles on a GPU, dynamics, collision forces. Rendering of the underlying force field, two modes: direct mapping x-y to R-G or iso-surface option, with low-high cutoff for force magnitude and color for direction. Developed using three.js and dat.gui for running in a web browser.



Developing locally

Clone repo

```
git clone git@github.com:deluksic/particle-madness.git
```

Install node packages and start dev server

```
yarn install  
yarn start
```

Open a web browser on `localhost:8080` to see it.

See a live [demo](#)