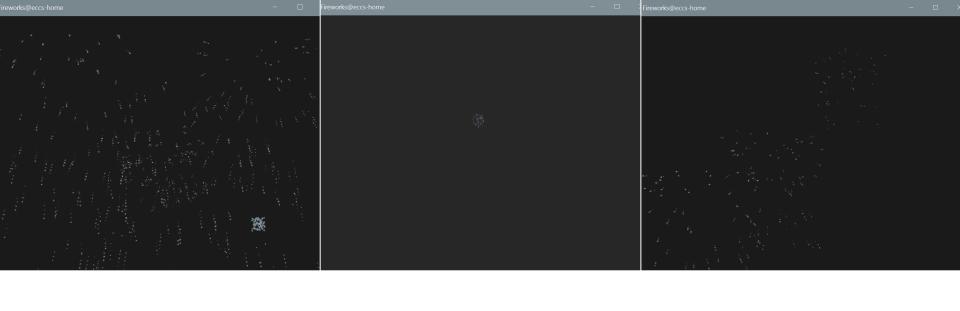
Fireworks

Computer Graphics CS 370 Craig Earley, Jonathan Hicks, Edward Ly, Eli Ramthun

Functionality

- Compile using make
- Run ./firework
- Click in the window to detonate a firework at that point



Screenshots

Future Plans

- User customization of fireworks
- More diverse/natural looking explosions
- Depth of field / artificial3D

