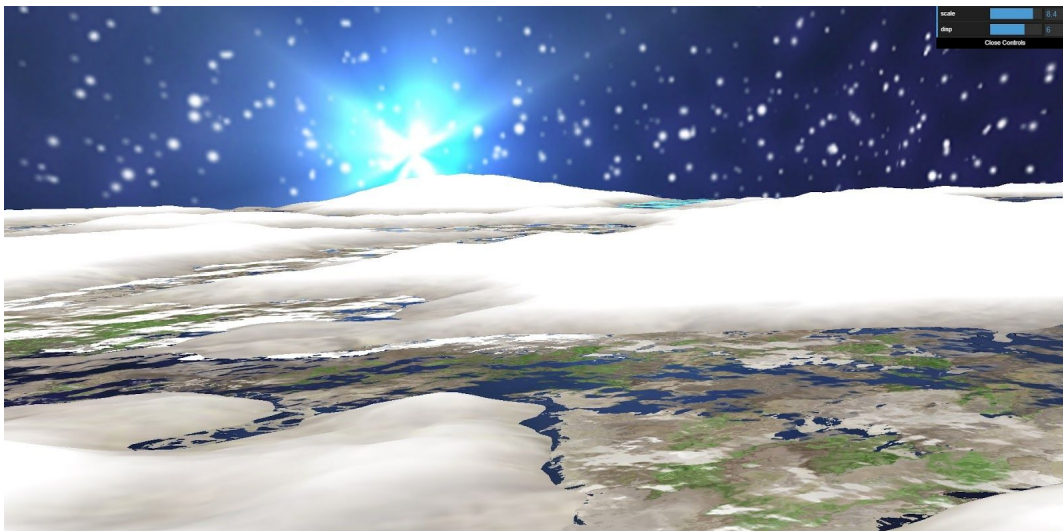README - CMPM 163 Assignment 2
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Part A:
- Created a scene w/ a cubemap and terrain created from a heightmap. The dat.gui slider controls the scaling of the displacement and there are three Planes of water with reflective/refractive properties (three.water). Used examples from class as base code.

Part B:
- Used GPUParticleSystem.js to create an oscillating particle system. It started out as a shooting star (was hoping it would be of some use in 170 game) but the ripple effects that almost look like wings seemed cooler to me. Sorry this isn't exactly a "natural phenomenon", I ended up fiddling around with everything more than I should have. Also includes Perlin noise example from class within the particle system.