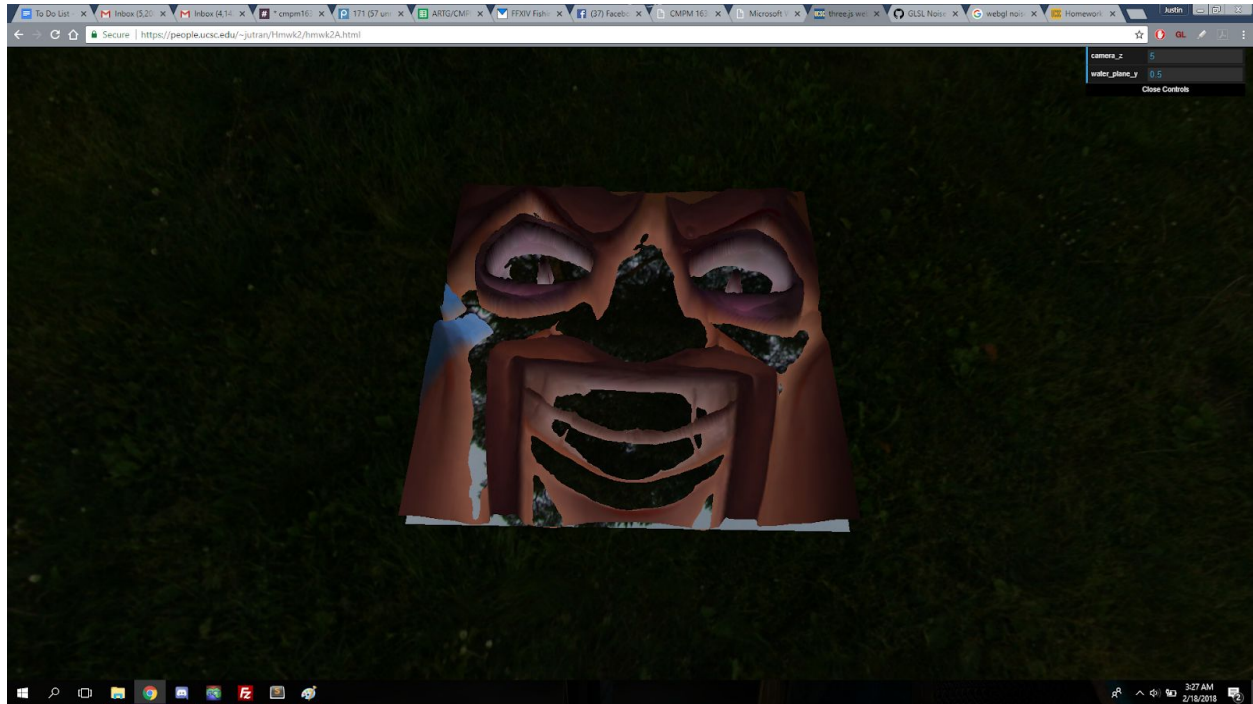For part A I used a draven texture for the height map. A water plane bisects this map and you can change the y value of the water plane. I used a cubemap texture from the internet for my skybox. I used a water plane to create bodies of water that fill the map. I used orbit controls for camera movement and dat.gui for variable changes

For Part B I altered GPUParticleSystem. This alteration mimics snow in a snowstorm. I used a noise function to change the turbulence so that the snowstorm looks more realistic. Dat.gui is also used so you can change various parts of the particle system.