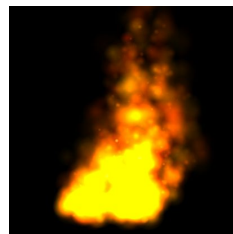
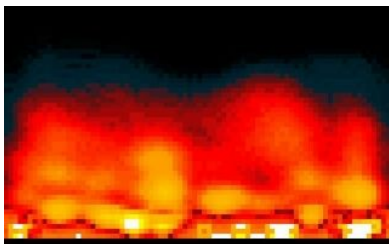


## CS 174A - Team Project Proposal

The animation theme for our team project will draw inspiration from the Getty Fire incident that recently happened near UCLA. Specifically for our animation, we'll be displaying different types of fire animation based on interaction with various elements of nature such as, for example, wind, smog, and water. The default animation we will be displaying is a 3D-rendering of mount fires, showing hills that are on fire. From here, based on the element that is chosen, we'll render a physics-based simulation of what happens when fire meets with that element. For example, if wind is chosen, we'll show the mount fires flickering due to the wind, along with smog that appears as the wind continues to blow. We may also allow selection of wind direction. In the case of water, we'll show the water vapor that appears as the fire meets the water (i.e. could be dropped from a helicopter).

This project will include the concepts of projection, flat shading, and most importantly physics-based simulation. We'll use physics to attempt fire behavior emulation that reflects how fire actually behaves in real life, when meeting certain elements.

The main point of interaction for the user is pressing buttons labeled with various elements of nature, where each button will result in simulation of how fire interacts with that specific element. The user will be able to view the interaction at various camera angles, as well as switch between different elements whenever they want, simply by clicking the corresponding button.



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