Homework 3 Assignment B

    I think one of the most interesting topics from the list is the cloud simulation. Among all kinds of visual effects, could is probably the most unnoticeable yet necessary one in most games. In 2D games, clouds are mostly static images with linear movements. We sometimes see animations of clouds in some more stylish genres but nothing too complex. After we enter the 3D games, we got more methods for could simulation; we can have a static 2D image which always faces the player or generates the clouds in real time with computer graphic technologies such as particle effects.

    I can think of two methods for cloud simulation: the first one is to have a 3D object with a predetermined shape and then apply a material and a shader to make it look like a cloud; the second is to have a particle system which keeps emitting fog-like particles. I think we might use the first method for the final project because it is more flexible.

Group member: Brian Basaldua, Jeanette Mui, Jeremy Green, Yuming Li