

Homework 1: Part D



This visual effect is from Spiderman on PS4 and it features small clouds of chemical gas floating throat the world. As a player, Spiderman dives through the gas and it appears as though the gas is affected by the wind velocity, shifting the particles and acting as realistic to gas as possible. I believe in order to recreate this, the cloud could either be a created mesh or a noise that alters the shape. A particle effect would also be applied when the player goes through the cloudy mist of gas, appearing to evaporate part if it. The particle effect could render the gas effect to make It look more transparent as well.