

CS 432 Final Project Proposal

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1 Idea

For the final project in this class, I want to write a shader particle system that simulates fire. Nothing too fancy, but I want to explore simulation in general and fire is pretty and interesting.

2 Interaction

The user will be able to turn the fire “on” and “off” using a drop down menu, and also control the parameters of the fire. Using certain keys, the user will be able to increase and decrease the speed and size of the fire. I am also playing around with the idea of changing the “temperature” of the fire by making it go from a yellow/orange fire to a blue-ish one.

Similar to Assignment 5, I want the user to be able to pick an SMF model to be read into the application through the command line. This time, I will also scale larger models down so that they fit into the default view port or I will just make the view port bigger, if possible.

If a user picks a model to be loaded into the scene, the fire will interact with it, going around it like a real fire would (assuming all the models are not flammable).