

## **Project 3 – Computer Graphics I**

### **Snow as a Particle System**

#### **Description:**

You are to implement a particle system to make a scene with snow falling. The snow does not accumulate. When it meets the surface it merely disappears. A simple interface for the particles have been provided for you to implement and, perhaps, modify.

#### **Details:**

The snow should fall uniformly in the scene. This means if we look at the scene we should see the snow originate relatively evenly over the area. This means that you probably want to use uniformly distributed random numbers to determine the starting positions for new particles.

The particles should fall as they would using only gravity. This is what is required. You are allowed to modify starting velocities and add other forces. Wind force is not being factored in.

There is a scene posted that you may wish to use as a starting point for your project. Lighting should be directional for this project.

#### **Submission:**

Your source files and any data files, shaders, and any data files should be uploaded into the spot provided in BlackBoard.