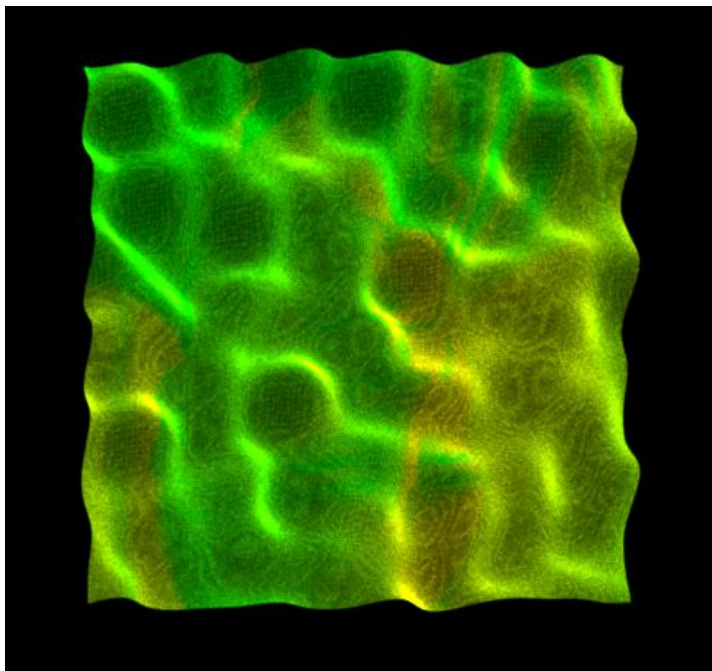


Part A: <https://shmihayegithub.io/hw2/homework2A.html>



For the first part of the homework packet I made a landscape based off of Nathan's face. The slider at the top allows you to alter the water level.

Part B: <https://shmihayegithub.io/hw2/homework2B.html>



I ran into several difficulties while working on Part B. The original idea was to have a number of particles spawn in random positions and then move into predetermined positions to form a texture. However, the texture was too difficult to make out when all of the particles were moving, so I decided to make all of the particles still and use Perlin noise to offset their position on the z axis instead. If you look closely, you can just barely see Angus' face. :)