



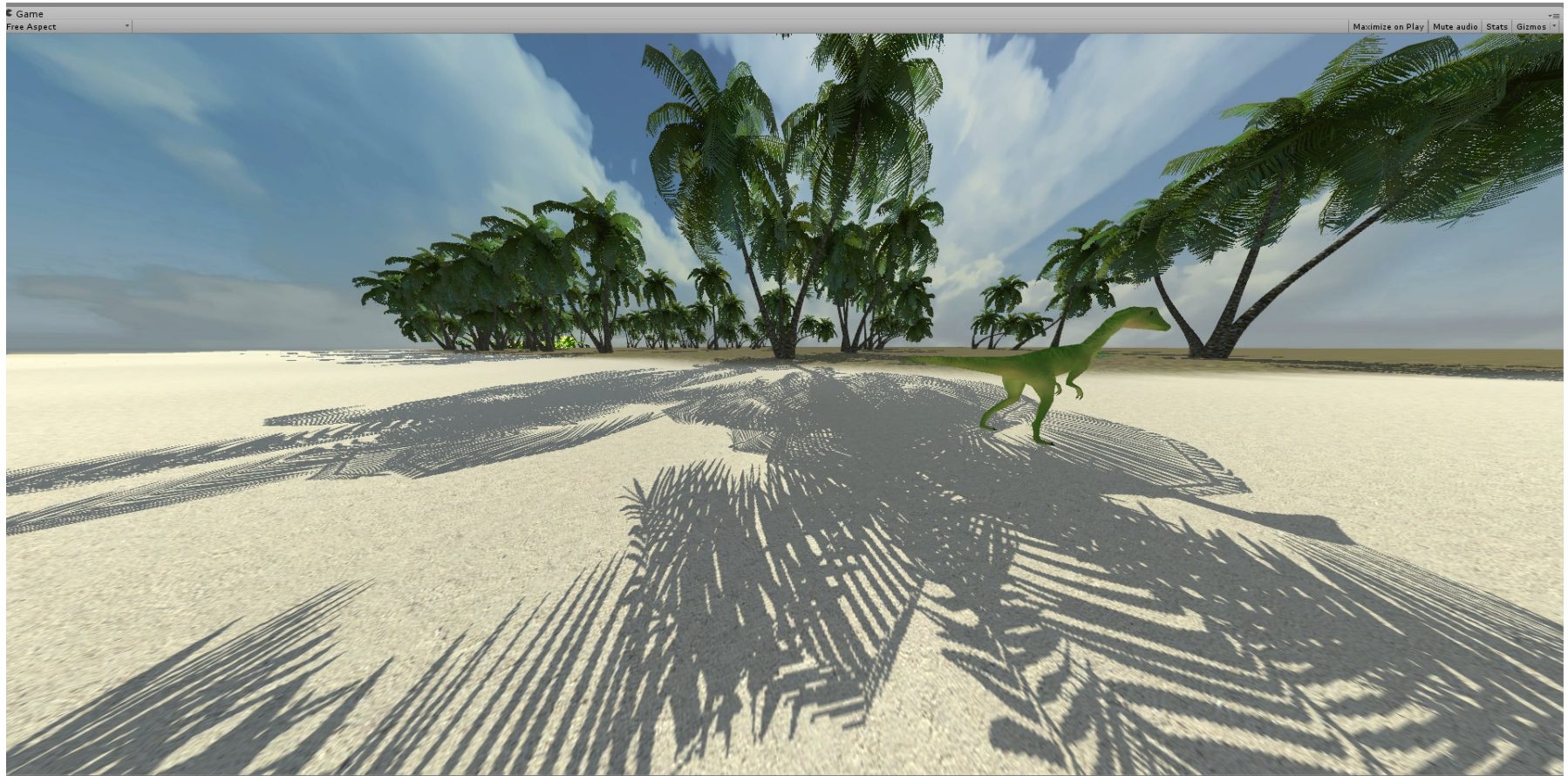
# Blood-sucking simulator

Chris Stifter (Group 07)

# Interactive Simulation – Blood-sucking Simulator

## What we've done

- Created parts of an island as playground

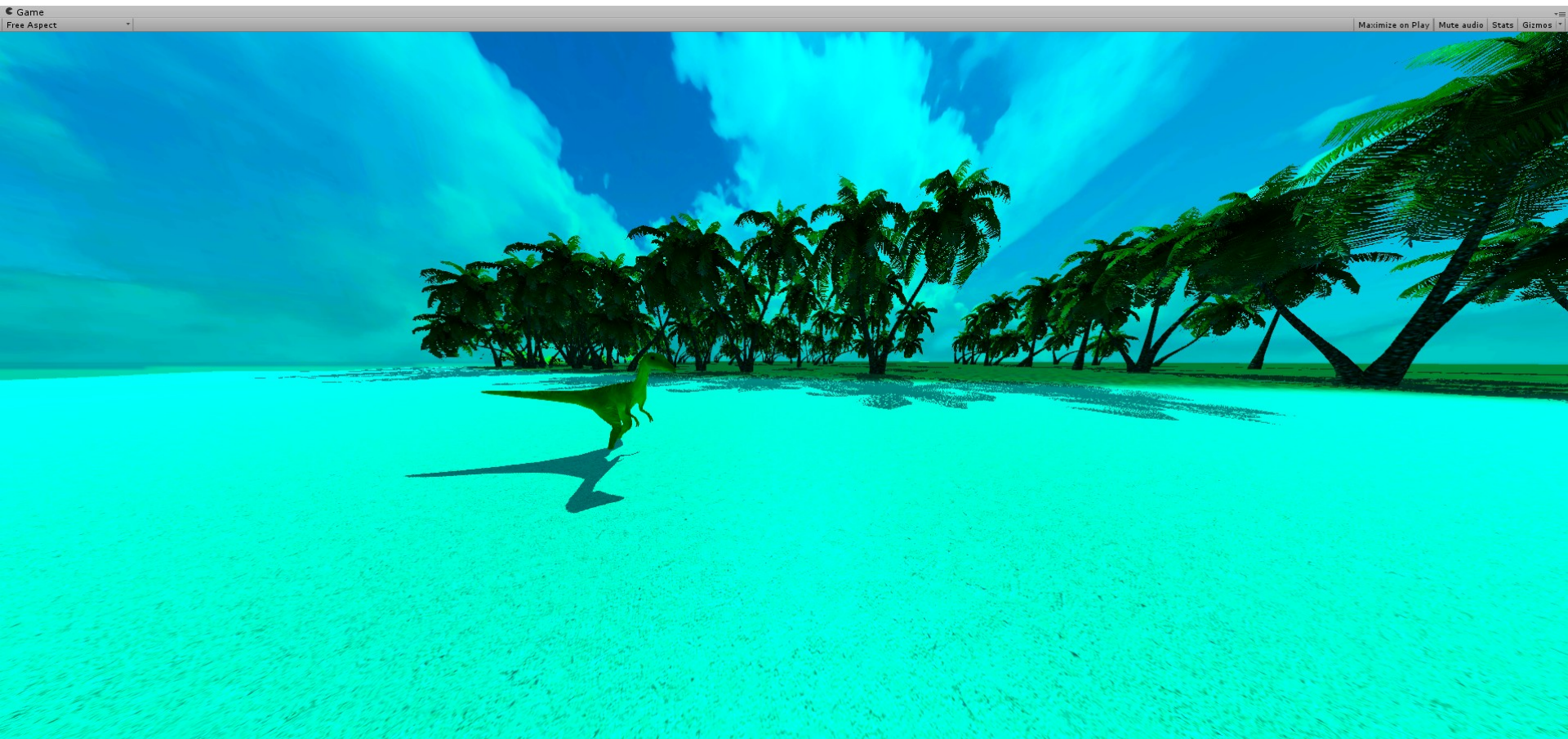




# Interactive Simulation – Blood-sucking Simulator

## What we've done

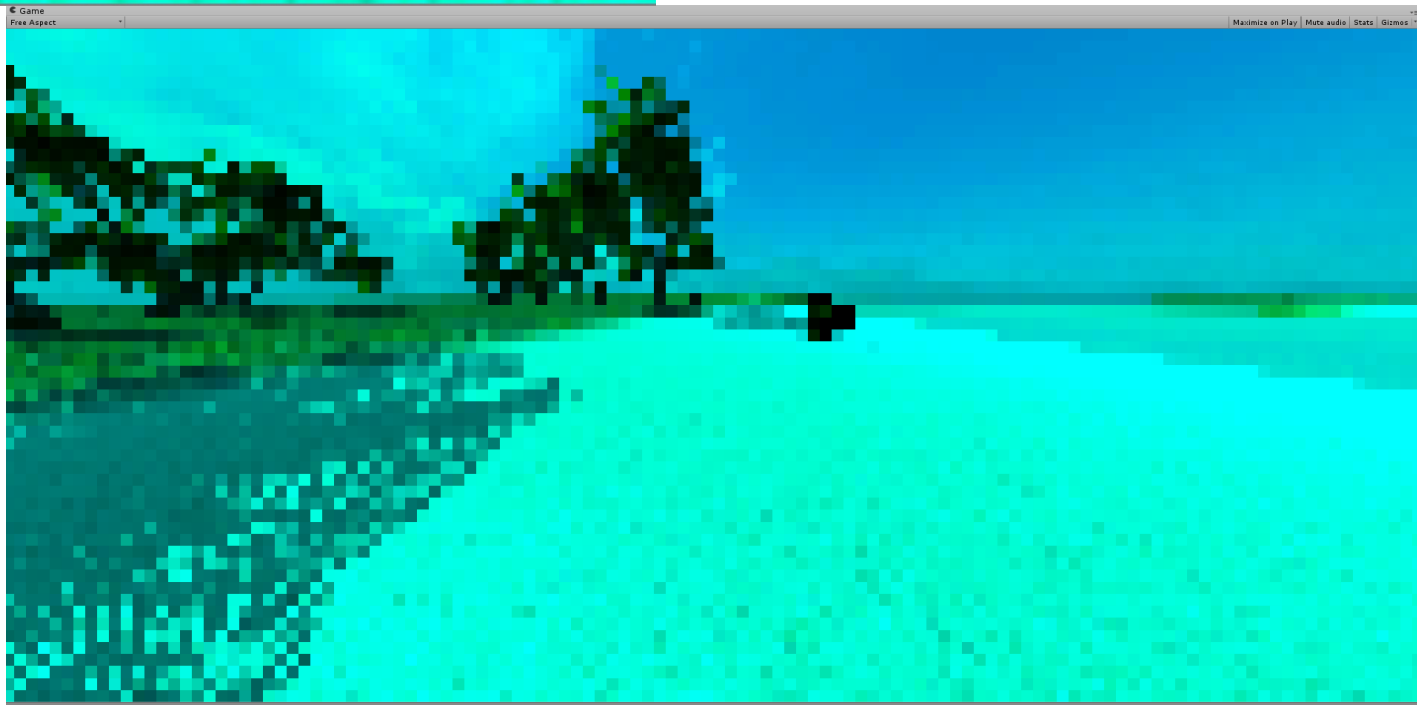
- Mosquitoes don't see red light.



# Interactive Simulation – Blood-sucking Simulator

## What we've done

- Mosquitoes see with far lower spatial resolution

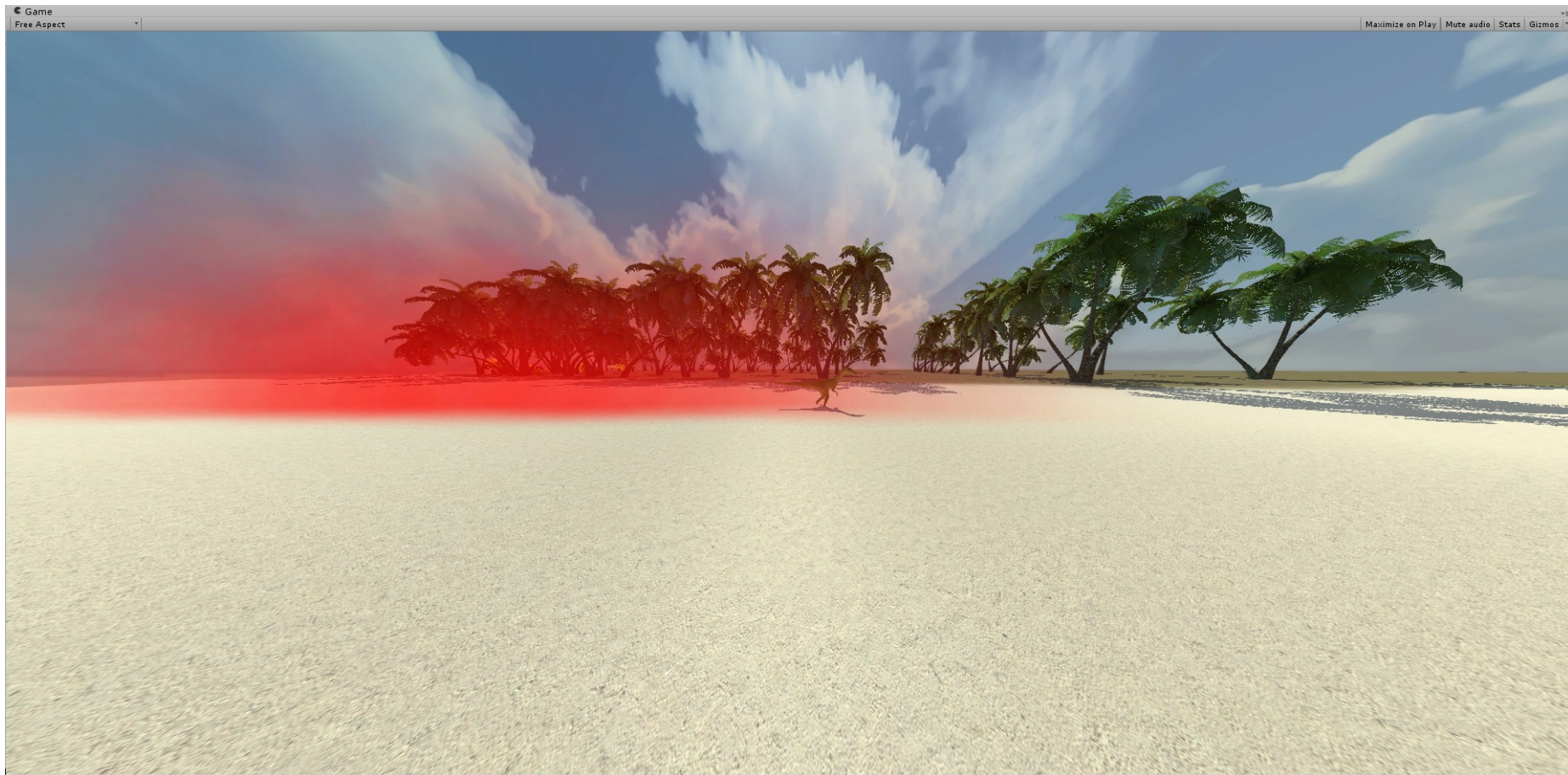




# Interactive Simulation – Blood-sucking Simulator

## What we've done

- Started trying to adjust the particle system for usage as plumes





## **Next steps**

- Flying controller
- Adjust the scale
- Overlay red smoke with green+blue picture