



# Mosquito Simulator

Nhu Tran & Chris Stifter (Group 07)

## **What we've done**

- Created part of our world
- Realized we can't use the model for compound eye vision

## **Next steps**

- Finish environment
- Which mosquito parts visible from ego perspective?
- Immersion: Should we use mosquito sounds (flying, blood sucking)?
- Test particle system
- Come up with new idea for compound eye view (mercator-like projection?  
There are assets in the store....)