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# Alive Dead Media

Day 3

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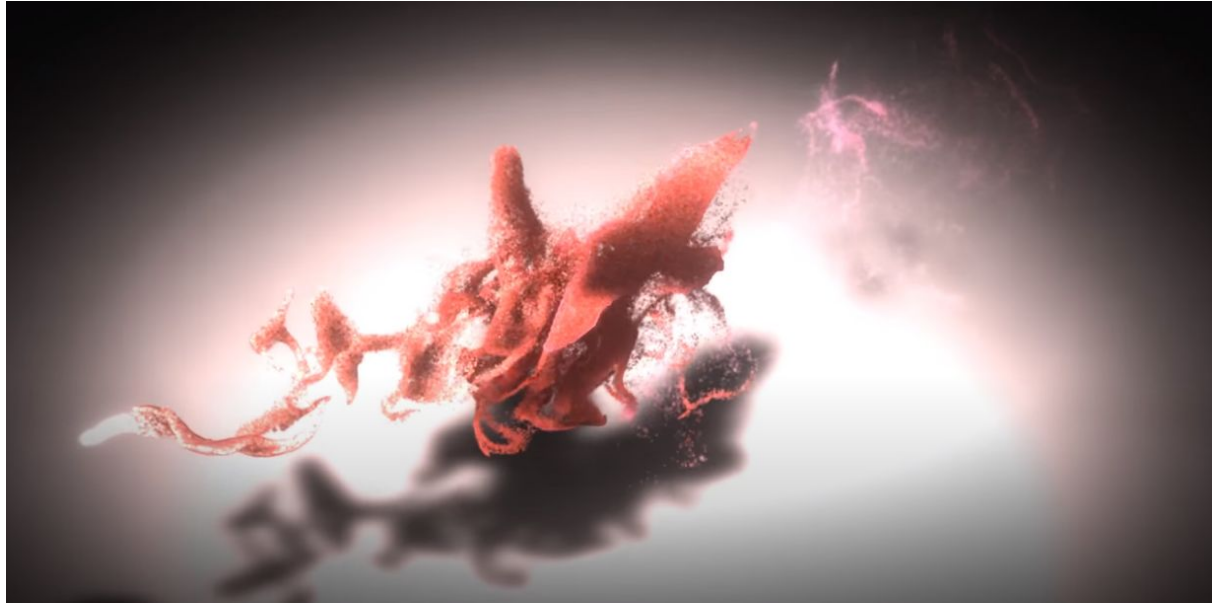
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# Particle simulations

- Widely used in games and the CG industry for rendering various effects:
    - Smoke
    - Snow
    - Liquids
    - Fire
    - Explosions etc.
  - Small simple objects are subjected to forces and together their movements create complexity
  - Computationally expensive, numbers had to be kept low even on 16-bit machines
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# In demos too, of course



*Blunderbuss* by Fairlight (2009)

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## Next up

Let's make some simple particle simulations: falling snow and if time allows, fireworks

We'll spend the afternoon with Tero Heikkinen and Sinclair ZX Spectrum graphics

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