

Snowfall: More Winter frivolity

Midterm Update

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Animation Algorithms

4005-763

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<http://scompt.com/school/classes/animation-algorithms/snowfall>

Project Objectives

Model a snowflake.

The algorithm presented in the original paper [MMAL05] was pretty easy to follow, so this turned out to be not so bad. I need to do something with the material to make it look a bit more realistic, but as it stands now, its a reasonable first implementation of the algorithm.

Create spinning snowflake movie.

This followed on pretty quickly after the snowflake was created. cgkit [cgk] makes it pretty easy to animate something like this.

Model simple movement of snowflake.

No work done. This will tie into the particle system assignment in class, so I will likely do them in parallel and possibly create a class that can be used for both. This should be done around the same time as that assignment.

Model the wind field the snowflake is floating in.

No work done. This will likely tie into the previous step and be finished soon after.

Animate everything with additional objects.

No work done. This will be difficult. At this point, I'm just going to shoot for an animation of some flakes in the wind, without any additional objects. That can be an extra given time.

References

[cgk] The python computer graphics kit. <http://cgkit.sourceforge.net/>.

[MMAL05] T.B. Moeslund, C.B. Madsen, M. Aagaard, and D. Lerche. Modeling falling and accumulating snow. *Vision, Video and Graphics*, 2005.