

Particle Simulation Assignment – DGIM 1490 – 3D Animation Fund.

Create a mesh model of an M&M using the resources mentioned in class. Create 6 instances of this model and change the colors to red, orange, blue, brown, yellow and green. Group them together and emit them from a small plane outside of the view of the camera. Create a floor plane for them to bounce off once and then fall off the edge. Remember to apply the rigid body dynamics to all mesh objects. Tile the floor with a woodgrain texture. Render once for 10 seconds with a stationary camera and then again for 10 seconds with the camera orbiting the stream of M&Ms. Render the results as particle1.avi and particle2.avi, then convert both to mp4 format using Handbrake.

As an alternative, students can model other small particles interacting with rigid body tubes and pipes. Consider using the techniques shown in the minecart assignment for creating long, interesting tube shapes. Also apply various transparency effects to the tubes to allow the particles to be seen passing through.