









## **Particle Systems**

- For each frame:
  - Create new particles and assign attributes
  - Delete any expired particles
  - Update particles based on attributes and physics
  - Render particles



**1** 



























## More Passive Dynamics Examples 👼

- Spring meshes
- Level sets
- Collisions
- etc.









































































Multi-Level Co	ulti-Level Control	
Motivational	Task	Direct
Level	Level	Level
just do the	do THIS the	do what
right thing	right way	I tell you
"you are	"go to that	"wag your
hungry"	tree"	tail"
		Blumberg







