

# RAINMAKER



What is a wall?

Surface / Texture



Material



Response



What is a wall?

Surface / Texture



Material



Response



# Program

2 parts -

1. Drawing UI
2. Water flow simulation

## Normally overlooked aesthetic factors

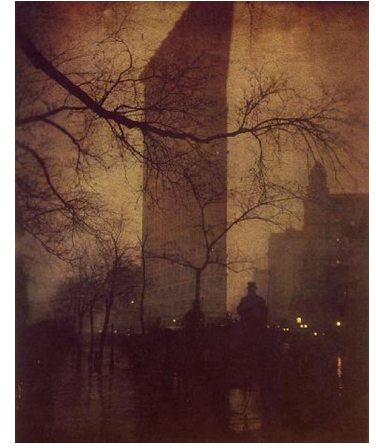
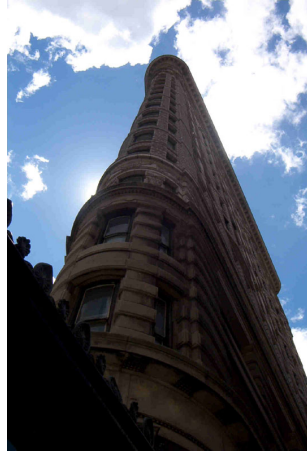
Aging



Poor weather  
conditions



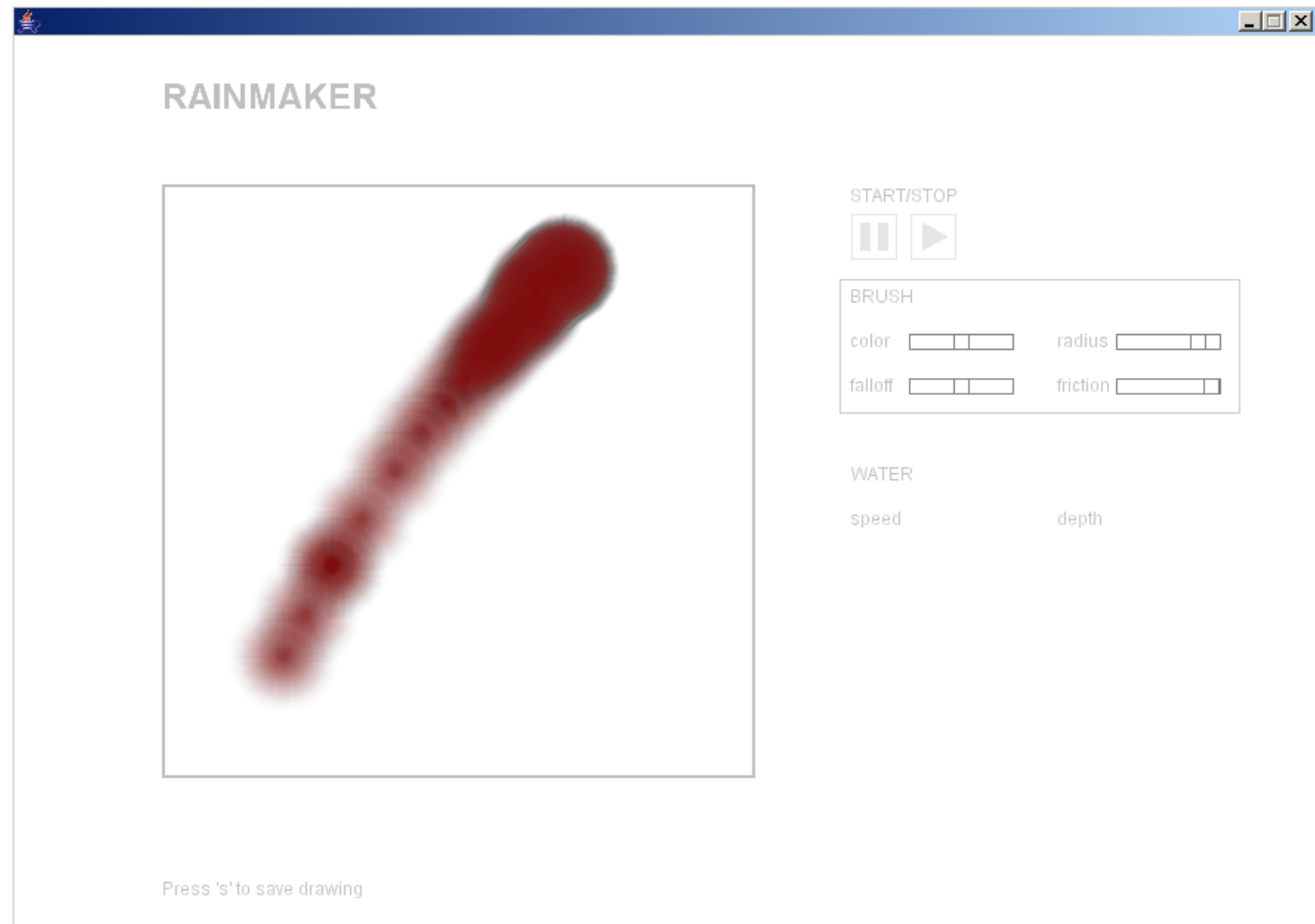
Blue sky criterion - why not make it beautiful when it rains?



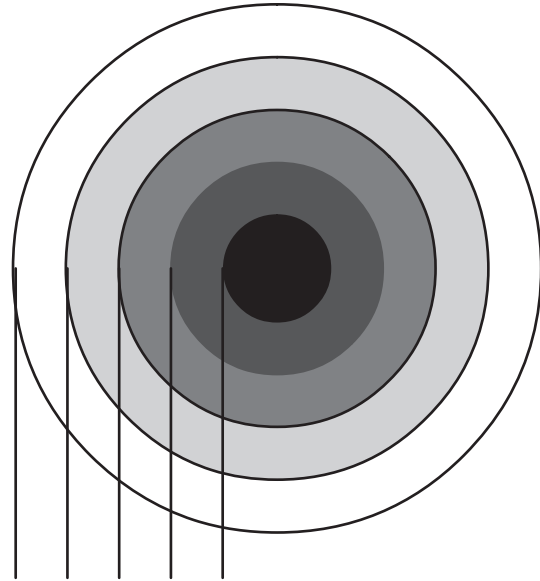
## Program.I - Brush Interface

Variables:

1. Color
2. Radius
3. Falloff
4. Friction



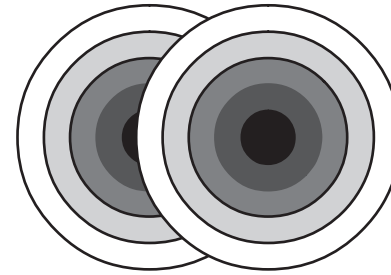
## Program.I - Brush Funtionality



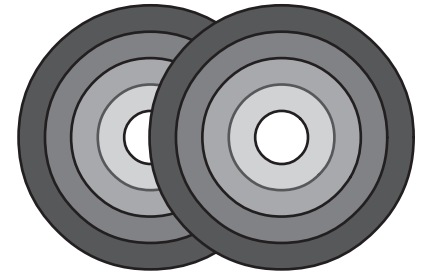
Ellipse order:

- outside to inside

1 2 3 4 5

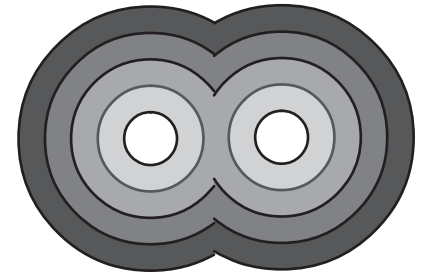
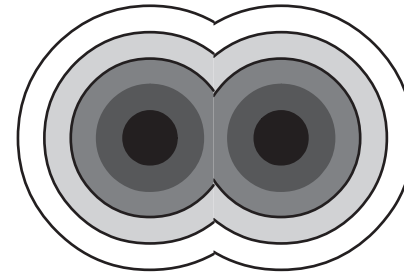


2 strokes without back ground comparison



2 strokes with comparison:

- Darker or light color kept depending on brush

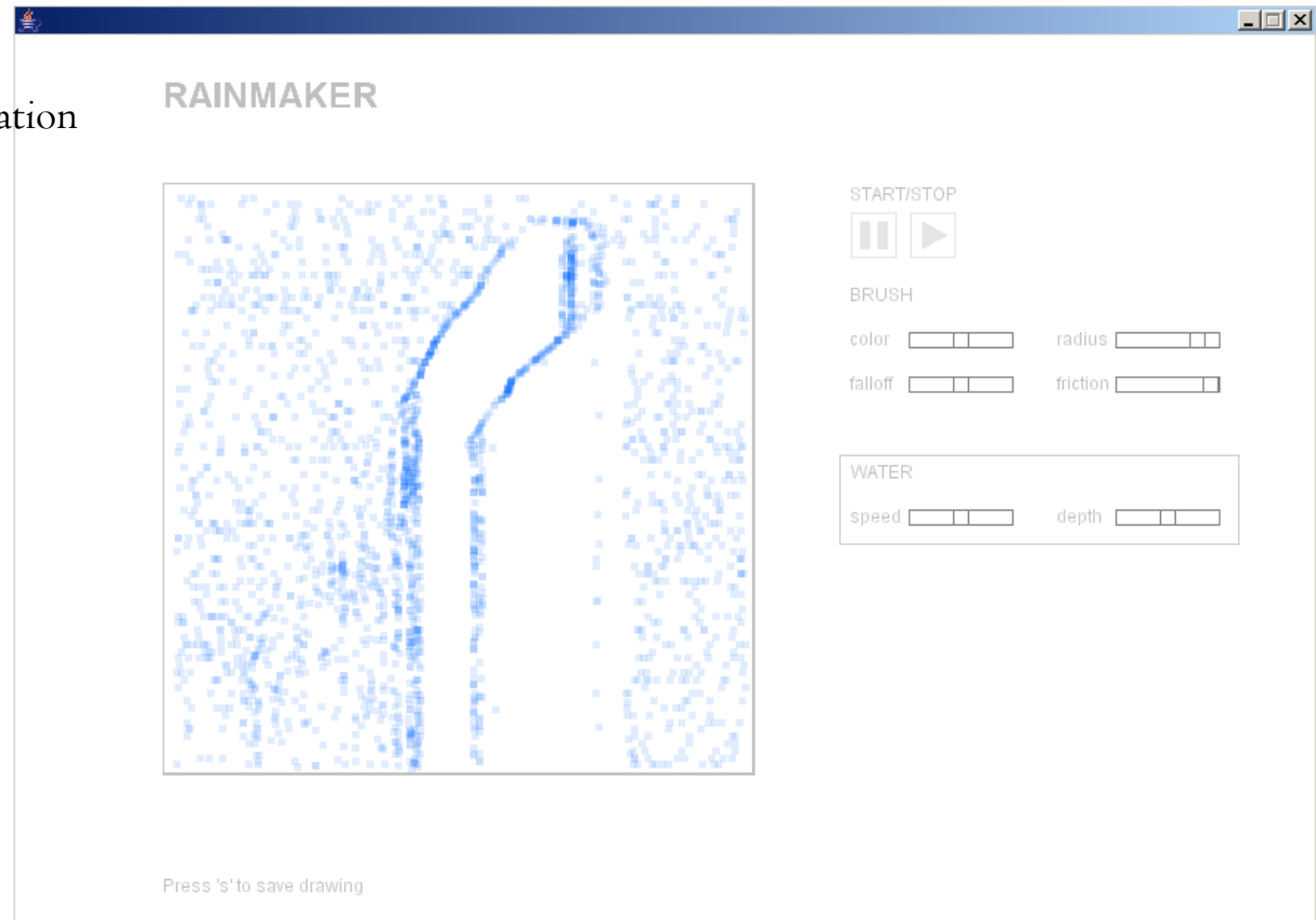
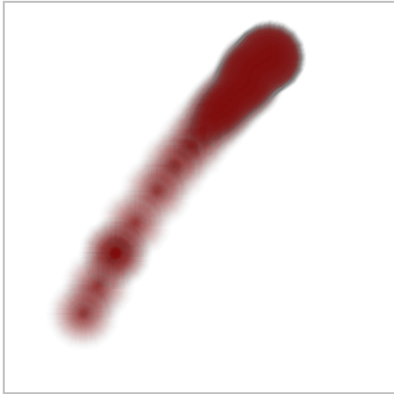




## Program.I - Water Flow Simulation

Variables:

1. Speed
2. Depth



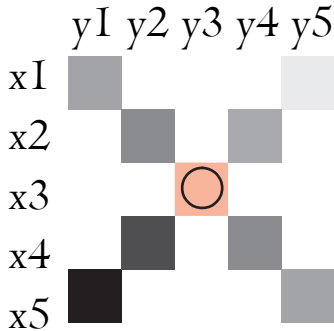
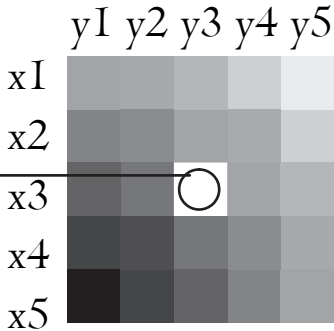
Program.2 - Water Particle

Color to 3d surface -



Surface interpretation -

particle position



$$Ly(-2) = (x5 - x1) + (x4 - x2)$$

$$Ly(-1) = (x5 - x1) + (x4 - x2)$$

$$Ly(+1) = (x5 - x1) + (x4 - x2)$$

$$Ly(+2) = (x5 - x1) + (x4 - x2)$$

Vectorial curvature value -



X, Y

