

## Final Project Essay

Riley and Jack

The first change we made was the Variable Separation. It is in the upper portion of the code. It was first set to one hundred, and it looked like this: `var separation = 100`. However, we changed the one hundred to fifty, so now it looks like this: `var separation = 50`. Doing this made the distance between the particles shorter (half as much, actually) and the wave looked choppier.

The second important variable we changed was `Camera.Position.X`. We changed this variable from 0.05 to 0.5. The variable `Camera.Position.X` allows us to see the canvas in an entirely different way. When we moved the camera on the X axis it gave us a smaller region of dots we were looking at, allowing us to condense more dots to a specific area. The variable can be found at the bottom of `Index.html`.

The next variable is `Camera.Position.Y`. This variable is just as important because once again it allowed us to see less dots and bring the dots to a specific area. We changed this variable from 0.05 to 0.5. The variable moves the camera to focus on a specific group of dots so we can completely change what we see. This variable can be found at the bottom of `Index.html`.

Another variable we changed is `Camera.Position.Z`. This one is as important as the others because it allowed us to zoom out and see all the dots, not just some. We changed this variable to 1000 from 2000. This variable can also be found at the bottom of `Index.html`.

One more variable that we changed is `AmountY * Separation`. We changed this from divided by two, to divided by three. The code for this variable was `AmountY * Separation / 3`. This variable changed the shape of the partials and made them look like crescents. This code can be found in the middle of `index.html`.

A fairly easy change that was made was changing the color of the particles from white to red. This variable is near the upper portion of the code, by the `SpriteCanvasMaterial` variable. Originally, it was `color: 0x000000`, but after adding two f's, it became `color: 0xff0000`. FF0000 is the hex code for red, so changing that piece of code made all the particles change from white to red.

Another fairly simple change that we did was removing the title tag. The title tag is at the very top of the code, starting at `<title>` and ending at `</title>`. Removing this did not actually change the code itself. However, both of us were experiencing a slight lag that went away after we removed the title tag, so doing it is recommended.