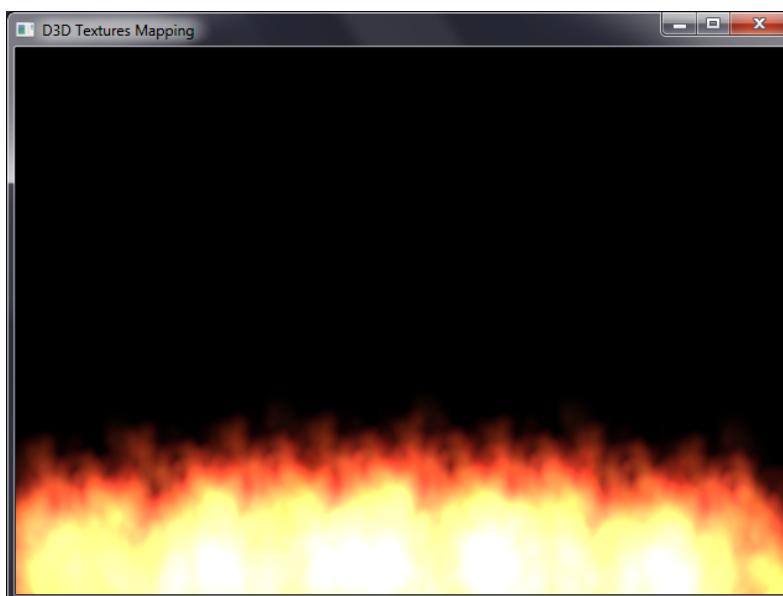


FIRE

By SeyedMorteza Mostajabodaveh

This project focuses on using Direct3D sprites to create a fire. Sprite is points in the scene that we can create plane in their position that allows faces to the camera. By using alpha element of the TGA images, we can create transparency.

This is the way that today games uses to create smoke, fire and some particles systems like this in their games.



Libraries that is used in this project:

- DirectX SDK

Packages used in this project:

- Visual Studio
- DirectX SDK
- 3D Studio Max

Files:

Fire_Executable.rar	Contains an executable Version of project.
Fire_Solution.rar	Contains the codes of the project. To build and run the solution, you need Visual Studio 2010.