

Progress Report

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A Procedural, Minimal Input, Natural Terrain Plug-in for Blender

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1 Previous Objectives

Squig curve implementation.

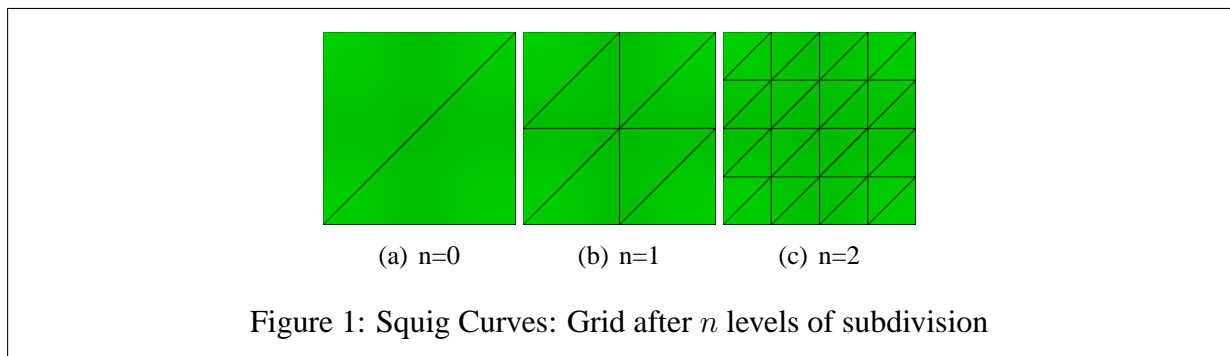
2 Progress

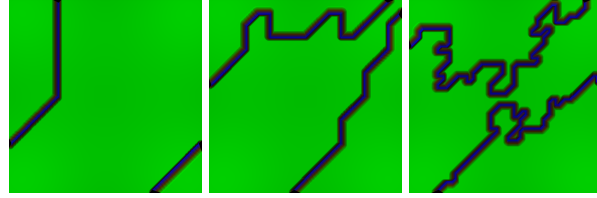
2.1 Squig curves

Squig curves were implemented and interpolated with the fBm base. The base subdivision network can be seen in Figure 1, some sample squig curve paths in Figure 2 and results of interpolated squig curves and fBm terrain in Figure 3.

2.2 Short paper

The short paper was drafted and has been reviewed by Kevin Glass and returned with suggestions.





(a) $n=1$

(b) $n=3$

(c) $n=5$

Figure 2: Squig Curves: Path after n levels of subdivision

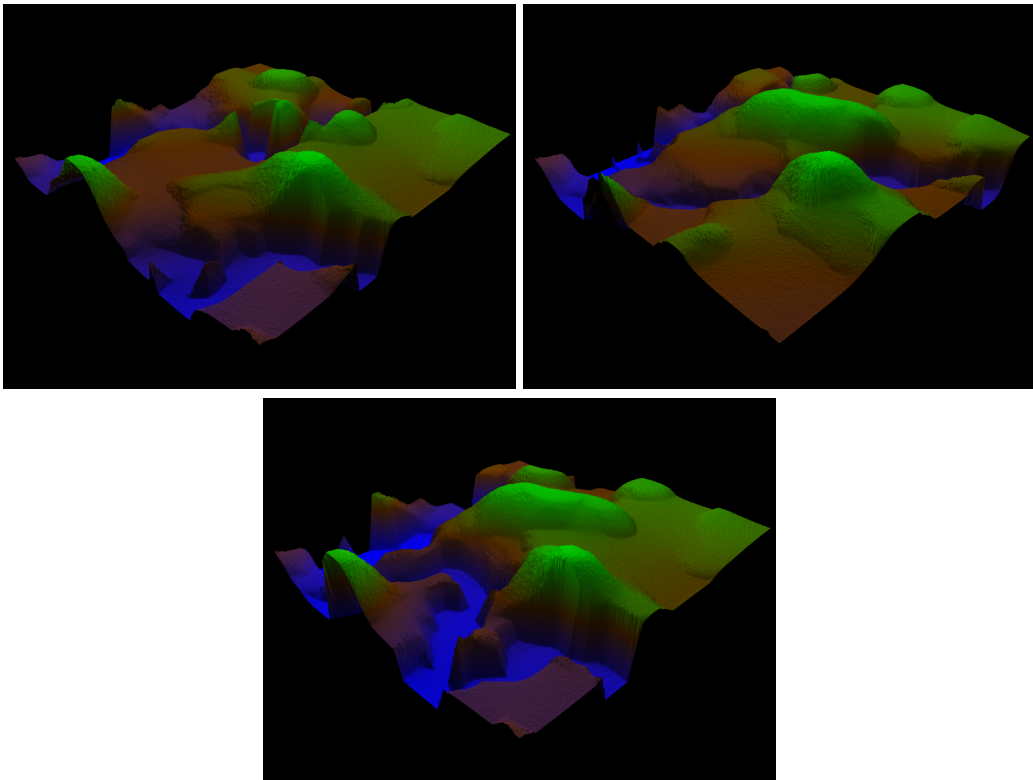


Figure 3: Results

2.3 Thesis sections

Section headings for the final thesis have been submitted to Kevin Glass and approved.

3 Problems

The squig curve subdivision was not working properly, generating odd shapes. This was fixed by carefully examining the order in which sides are added into the list.

4 Objectives for Next Week

- Touch up short paper with suggestions given.
- Be able to select the recursive depth of subdivision for each triangle so as to provide meandering sections of river and swiftly changing ones.