Progress Report

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

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1   Previous Objectives

- 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.

- Start writing up the project's thesis.

- Create mountainous river terrain.

2   Progress

2.1   Short Paper

The short paper was re-done into a second draft and submitted to Kevin Glass for review.
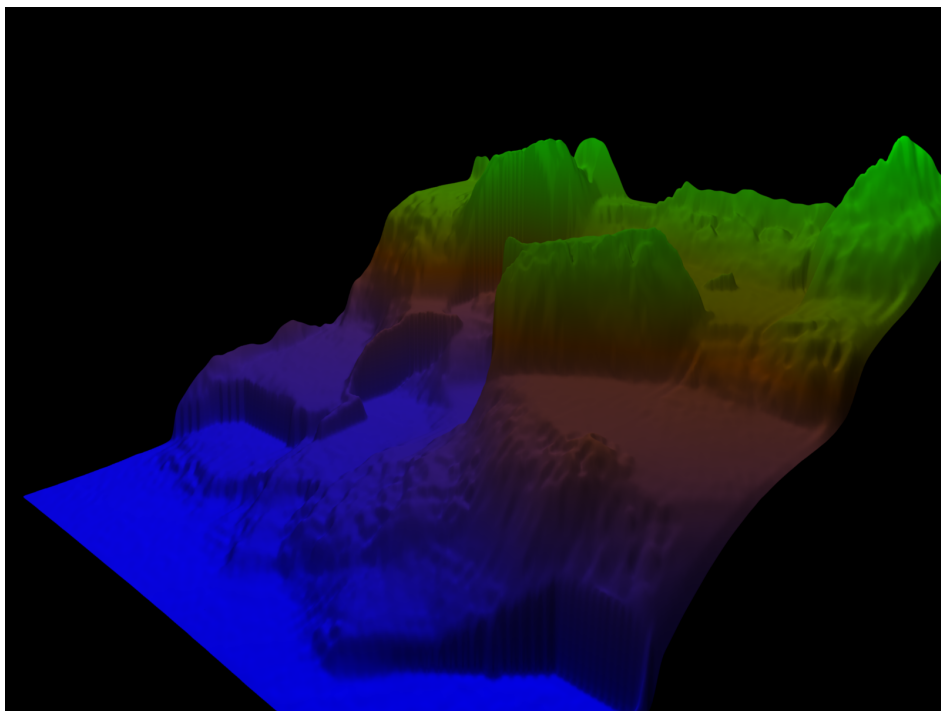
2.2   Thesis

The thesis has been started, has been laid out and filling in sections has started: from the start of the document with the literature review section.

2.3   Mountainous River Terrain

This has been attempted and appears to be reasonably successful. Looking at Figure 1 the river paths are clear cut and visible in (a). With erosion the river paths blend in with the rest of the terrain more and look more natural, as can be seen in Figure 1(b). The effect of the mountain scaling function applied to the fBm can be demonstrated replacing the fBm with a cosine function, with the desired effect clearly visible in Figure 2.
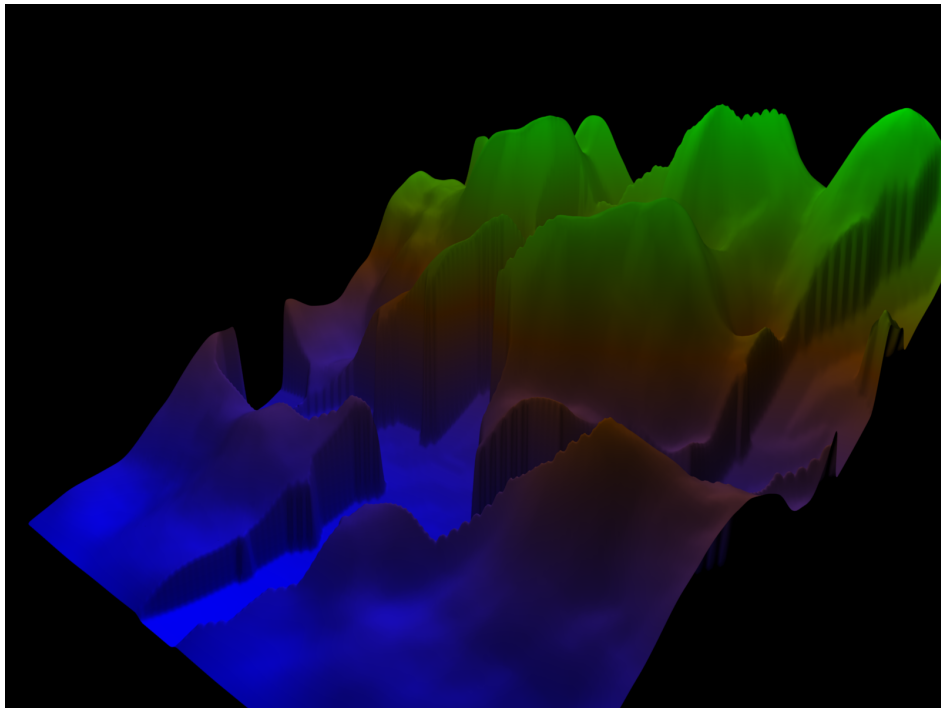
(a) Without Erosion
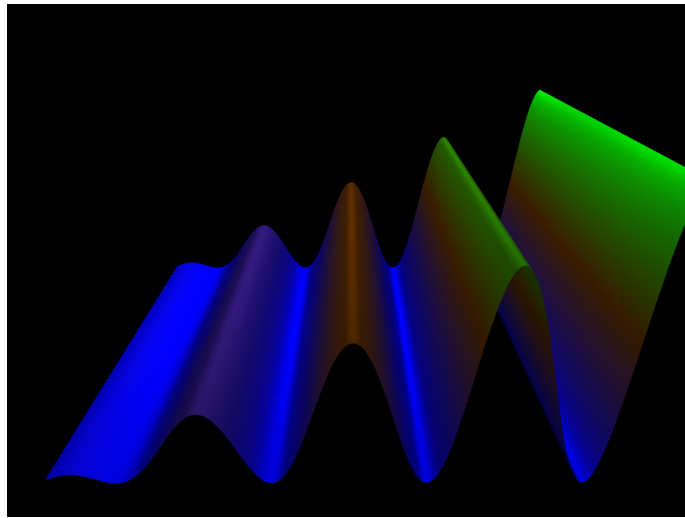

(b) With Erosion

Figure 1: Mountainous River Terrain

Figure 2: Mountain Function

3 Problems

4 Objectives for Next Week

Continue writing thesis.