

Progress Report

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

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1 Previous Objectives

- Submit a draft of the thesis.
- Render massive scenes (assuming the hardware can be requisitioned)

2 Progress

2.1 Massive Scenes

The extra RAM was requisitioned for my lab machine, as well as an upgrade to Blender 2.45 which supposedly fixes some memory leaks, but this didn't help very much. It was still having problems rendering the 1 million grid vertex heightmaps and this was solved by turning off subdivision. Two scenes with multi-level recursion squig curves were created and the results are visible in Figure 1 with their topdown views too. These were scaled to fit into one view.

2.2 Thesis

I drafted Chapter 4 of the thesis, and subsequently Kevin and I decided to take another direction with the chapter. It was decided to include all the parameters and their renders for each separate parameter for each technique. These will then be discussed and ranges set within to create specific types of terrain, which will happen in Chapter 5.

3 Problems

None.

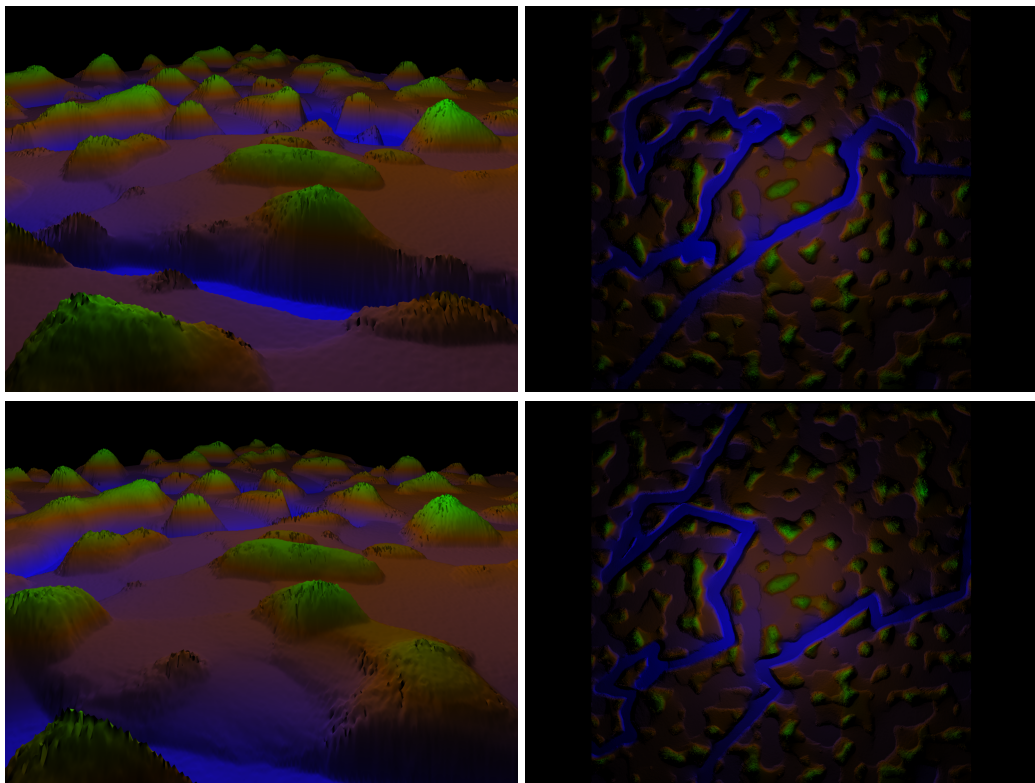


Figure 1: Massive scenes

4 Objectives for Next Week

Continue working on thesis.