

# Progress Report

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

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## 1 Previous Objectives

- Continue working on thesis.
- Coloured rivers

## 2 Progress

### 2.1 Coloured Rivers

These proved to be a bad idea due to the colour tearing that occurs on the edge of the rivers. Gradient textures and hard-coloured vertices do not agree with each other (see Figures 1,2). This technique is being discarded because of unrealistic results.

### 2.2 Thesis

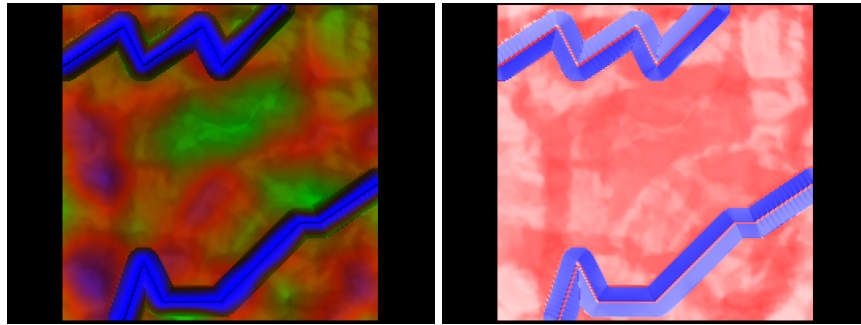
- Received Chapter 2 back from Kevin Glass and made the revisions suggested.
- Submitted Chapter 3 to Kevin Glass for review.

### 2.3 Final Presentation

Started creating the final presentation.

### 2.4 Combined City and Terrain

Kevin Mullane and I decided to try and combine our projects and I generated a suitable terrain with a big flattened area for him to use in pursuit of this.



(a) with gradient texture

(b) without gradient texture

Figure 1: Coloured rivers

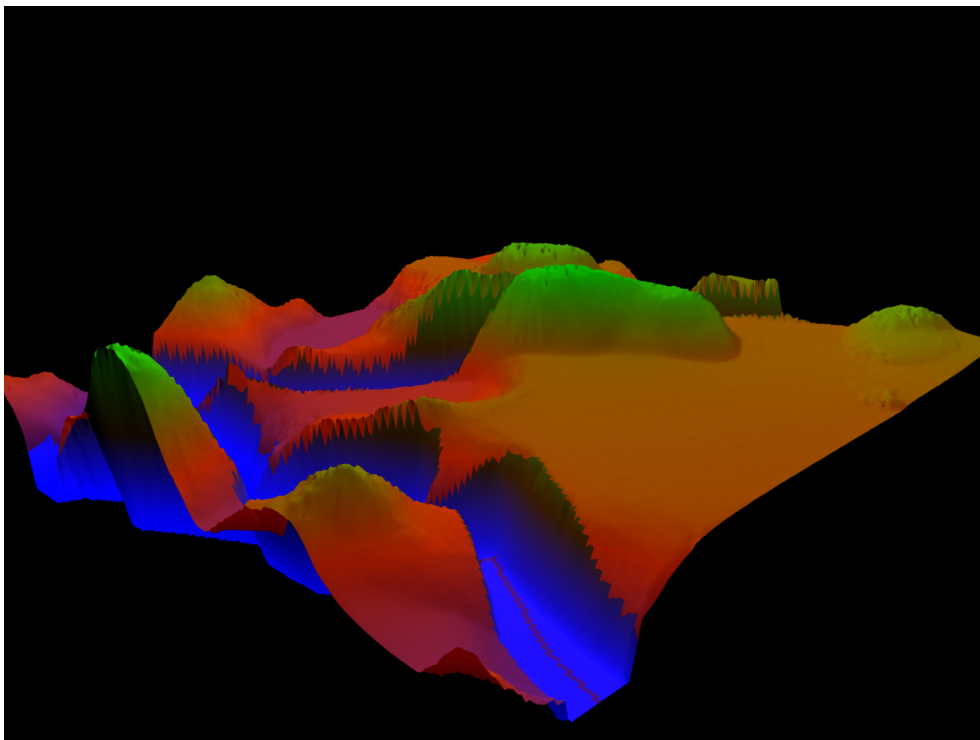


Figure 2: Coloured rivers normal render

### **3 Problems**

- Need to go through Chapter 4 of the thesis with Kevin Glass and see whether it's what is desired.
- Need to check Final presentation and see I'm on the right track.

### **4 Objectives for Next Week**

- Continue working on thesis.
- Finish and present presentation.