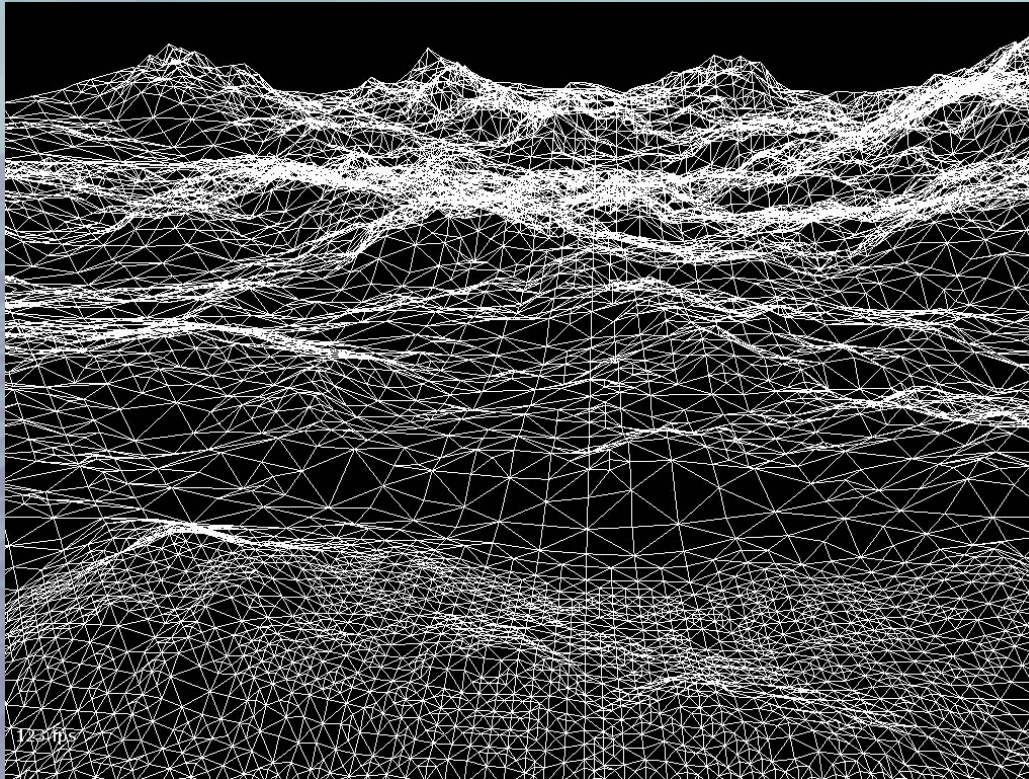




A Procedural, Minimal Input,
Natural Terrain
Plug-in for Blender

Problem to Be Addressed

- Plug-in for Blender
- Massive, realistic terrains



Picture from: <http://www.stud.uni-karlsruhe.de/~urkt/jlod1.jpg>

Context

- Text-to-Scene (TTS)
- Terrain as a basis



Picture from: <http://danny.oz.au/travel/new-zealand/p/1868-eyre-mountains.jpg>

Intended Approach

- Determine technique
 - Procedural interface
 - Where to place terrain features
 - Mountains, Valleys, Rivers
 - Flat areas
 - Realism
 - Fractals
 - Erosion
 - Squig Curves
 - Size of terrain
 - Level of Detail (LOD)
- Python scripting

Expected Results

- Configurable, natural terrain plug-in for Blender
- Enhanced Python API
- Interaction with
 - TTS
 - City modelling

Possible Extensions

- Landscape vs Terrain
 - Trees
 - Grass
 - Rocks
 - Foliage
- World conditions
 - Clouds
 - Fog
 - Rain
 - River flow
- Texturing
- Render-time generation



Questions?