



VRSIG

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

Supervised by: Kevin Glass and Shaun Bangay

# Program

- Brief overview of project
- Progress
- Erosion demonstration
- Work still to be done

# Project Overview

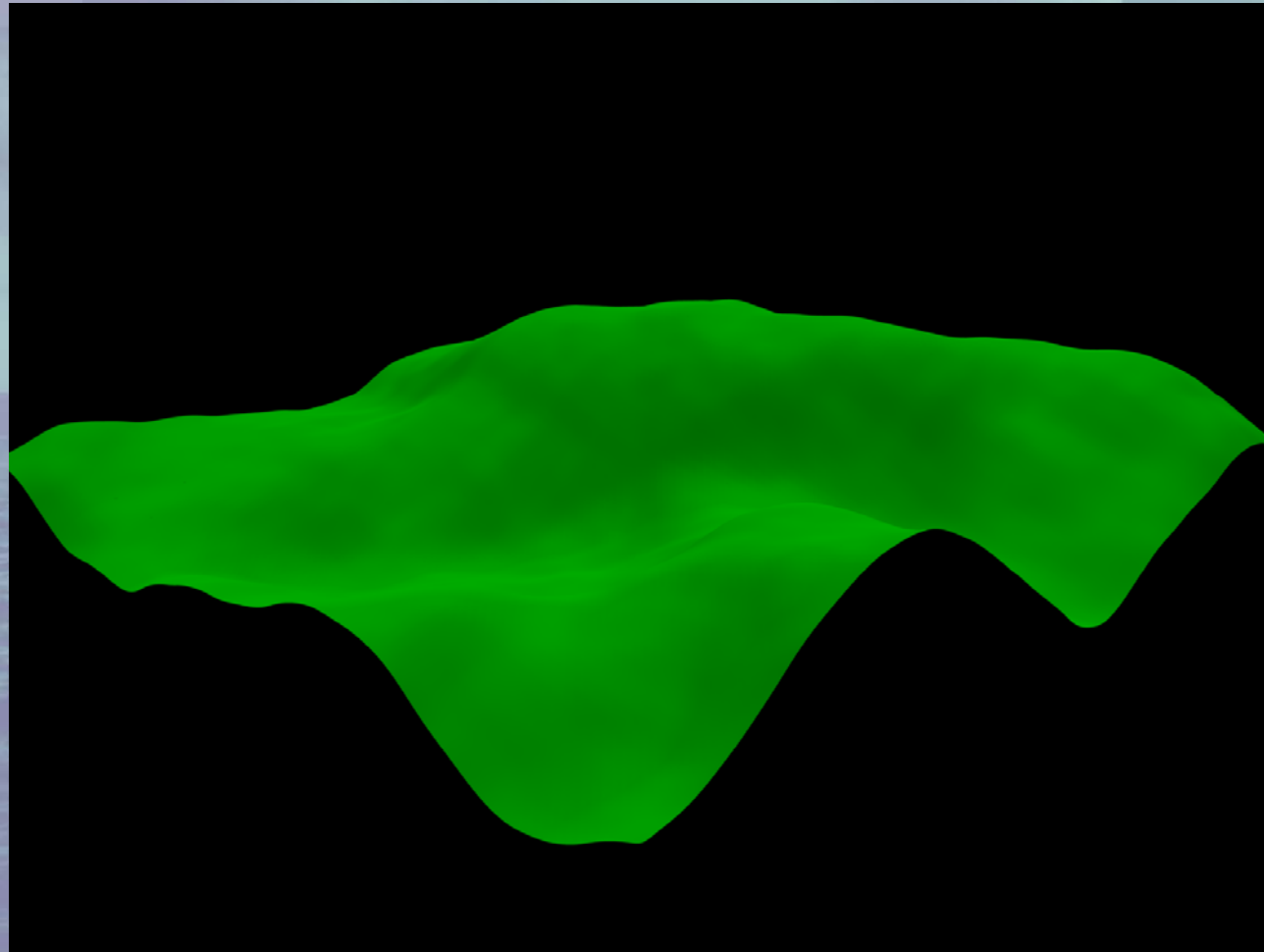
- Plug-in for Blender
- Procedural generation
- Massive, realistic terrains
- In TTS context



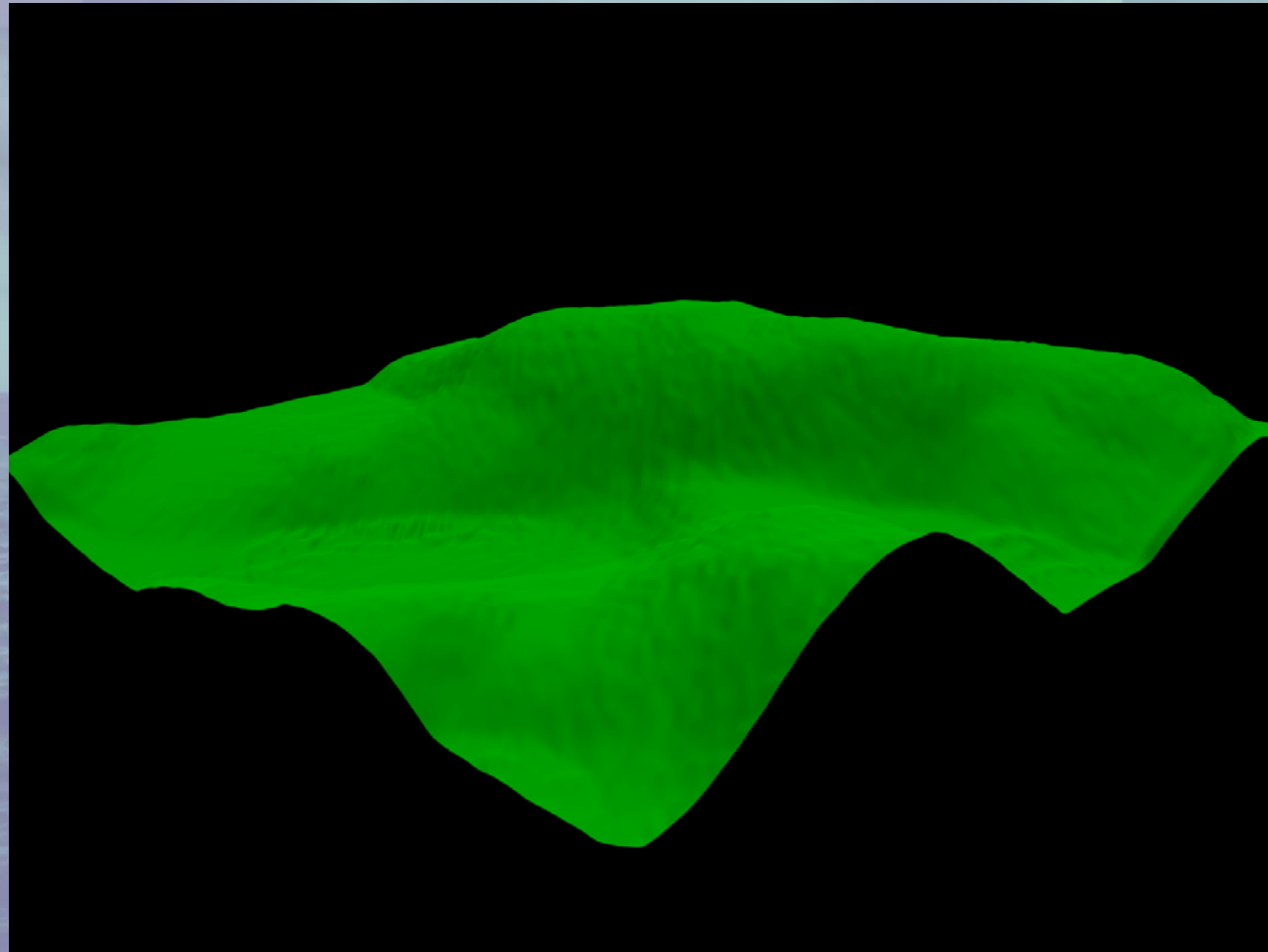
# Progress

- Fractional Brownian Motion
- Hydraulic Erosion

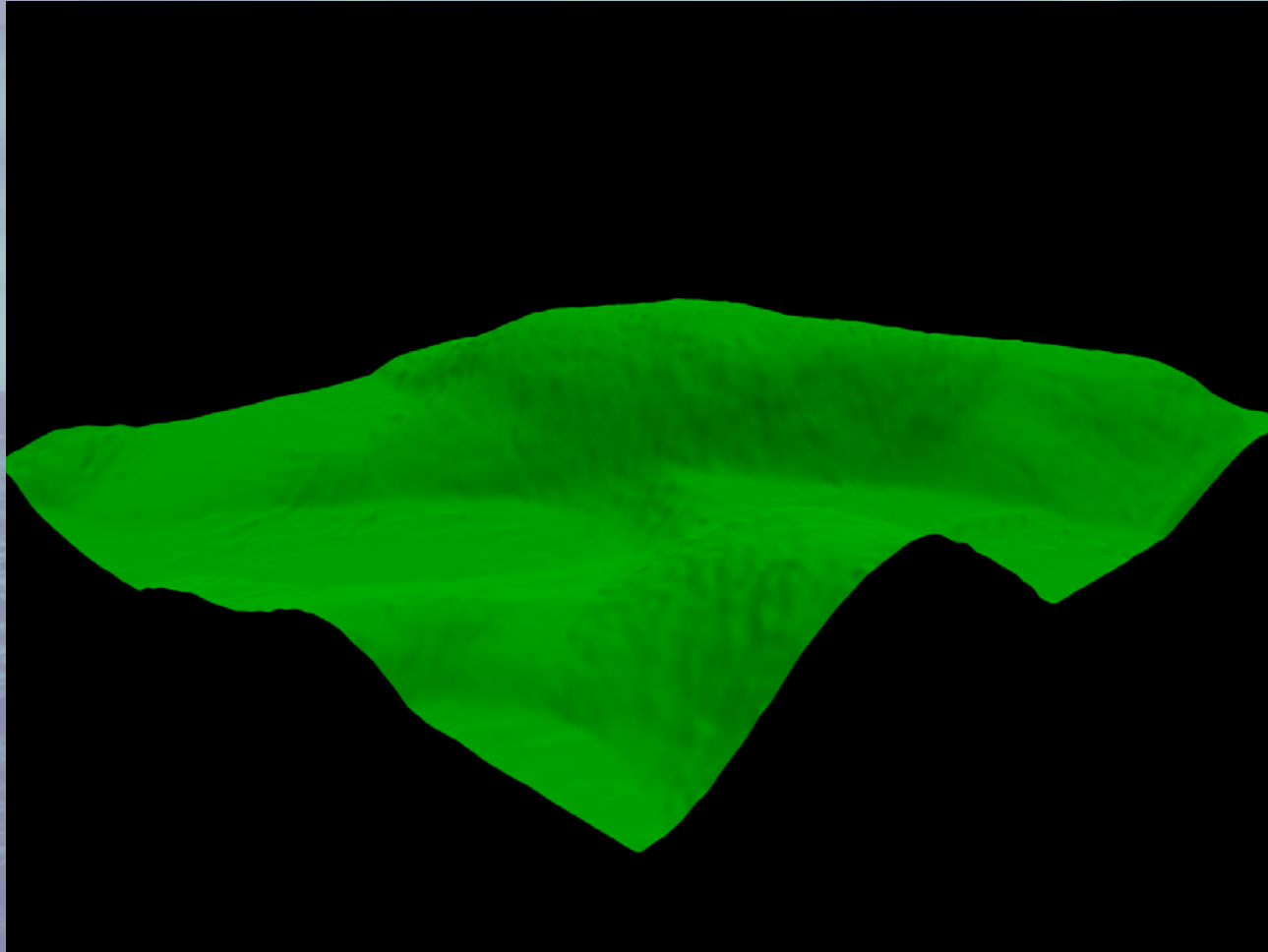
# Erosion demonstration: Base fBm



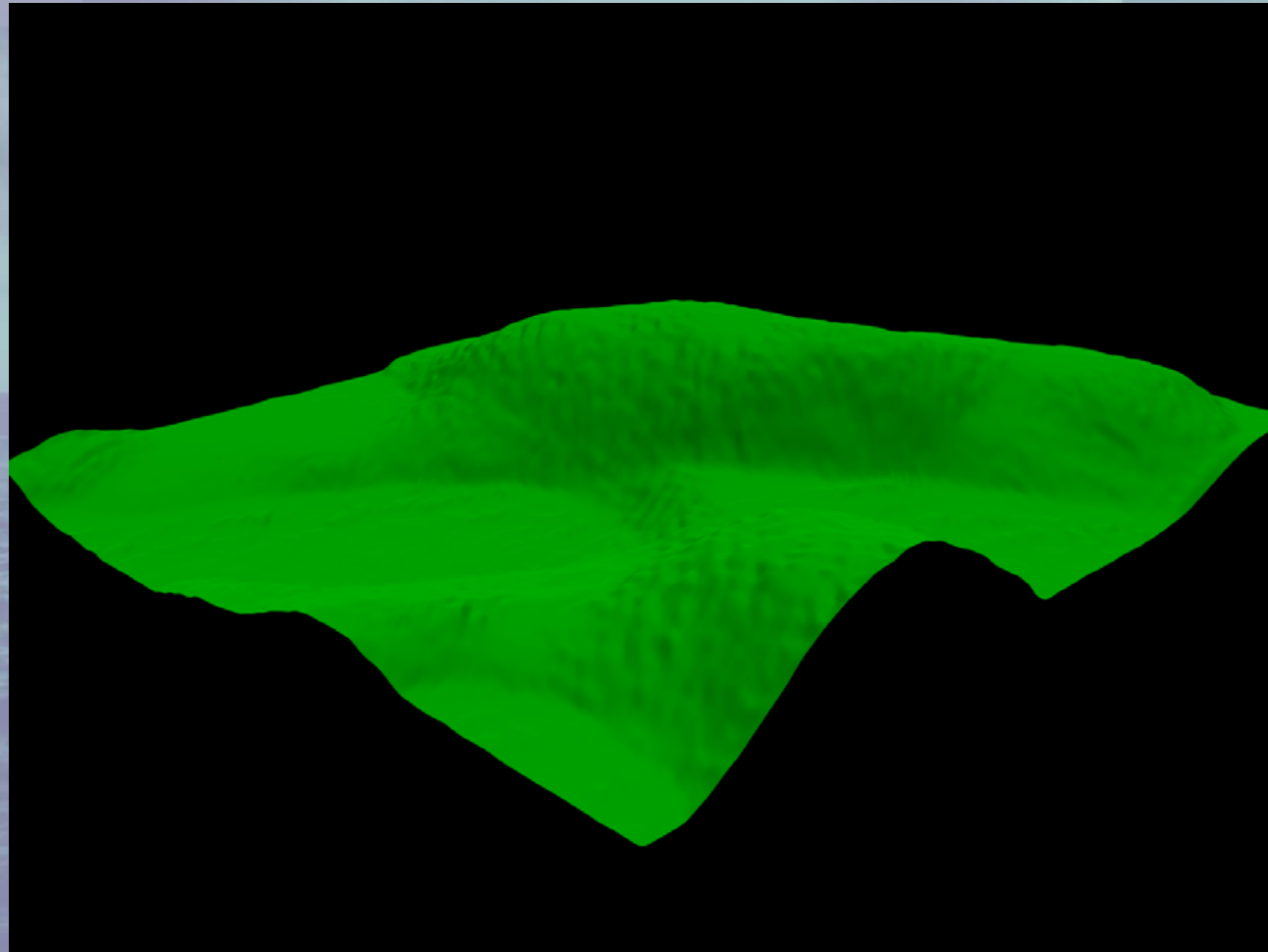
100



200

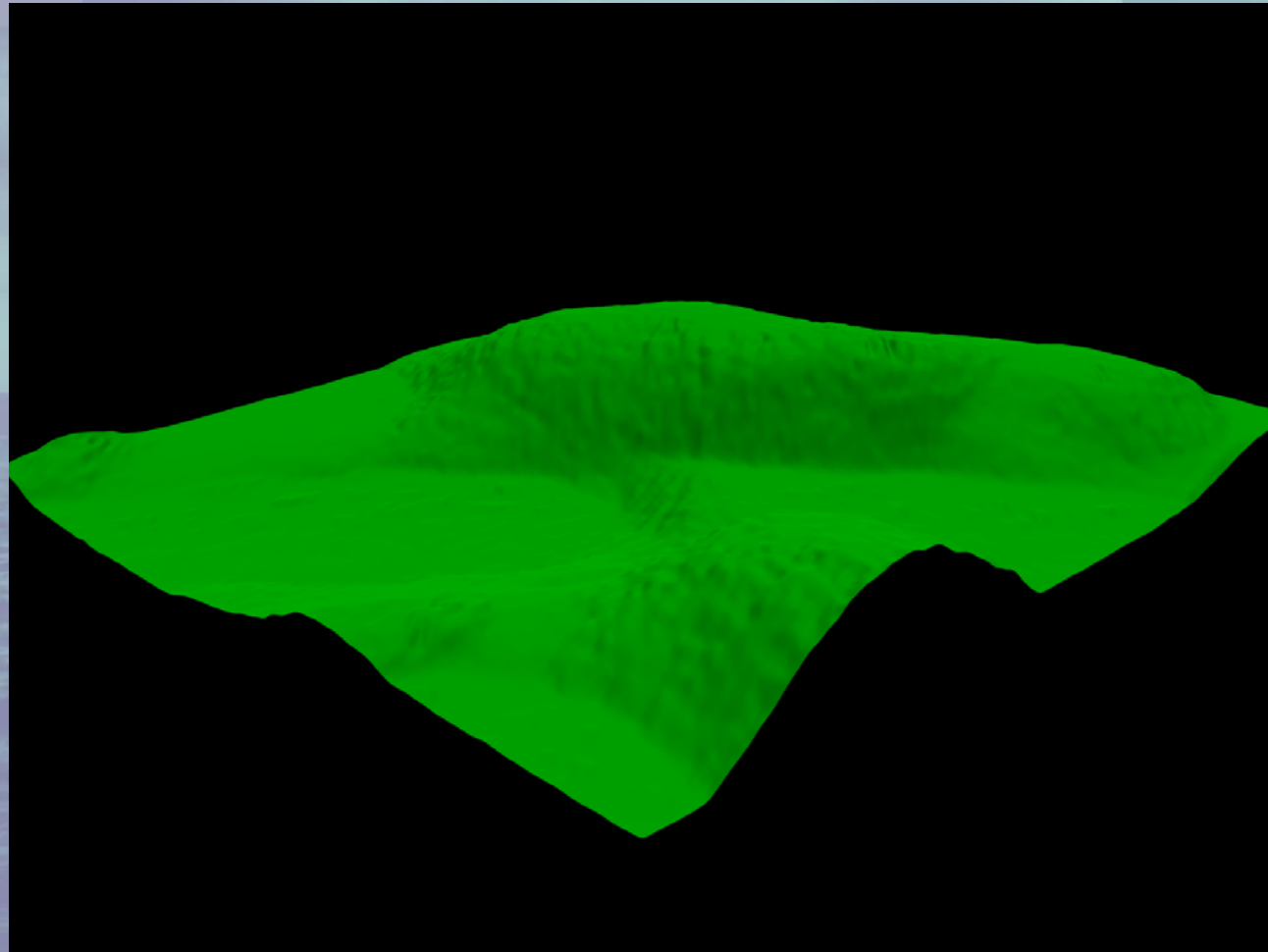


300

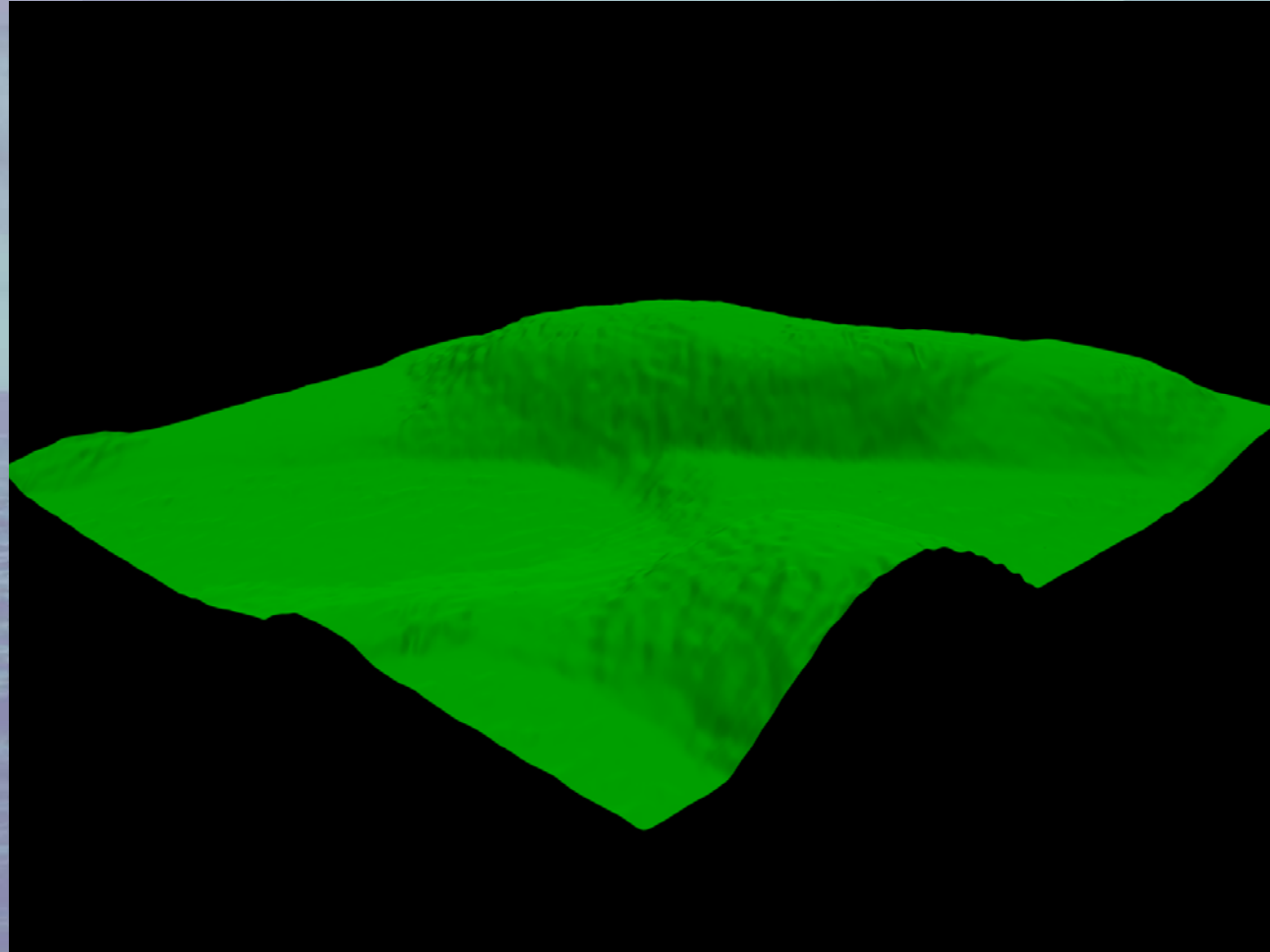




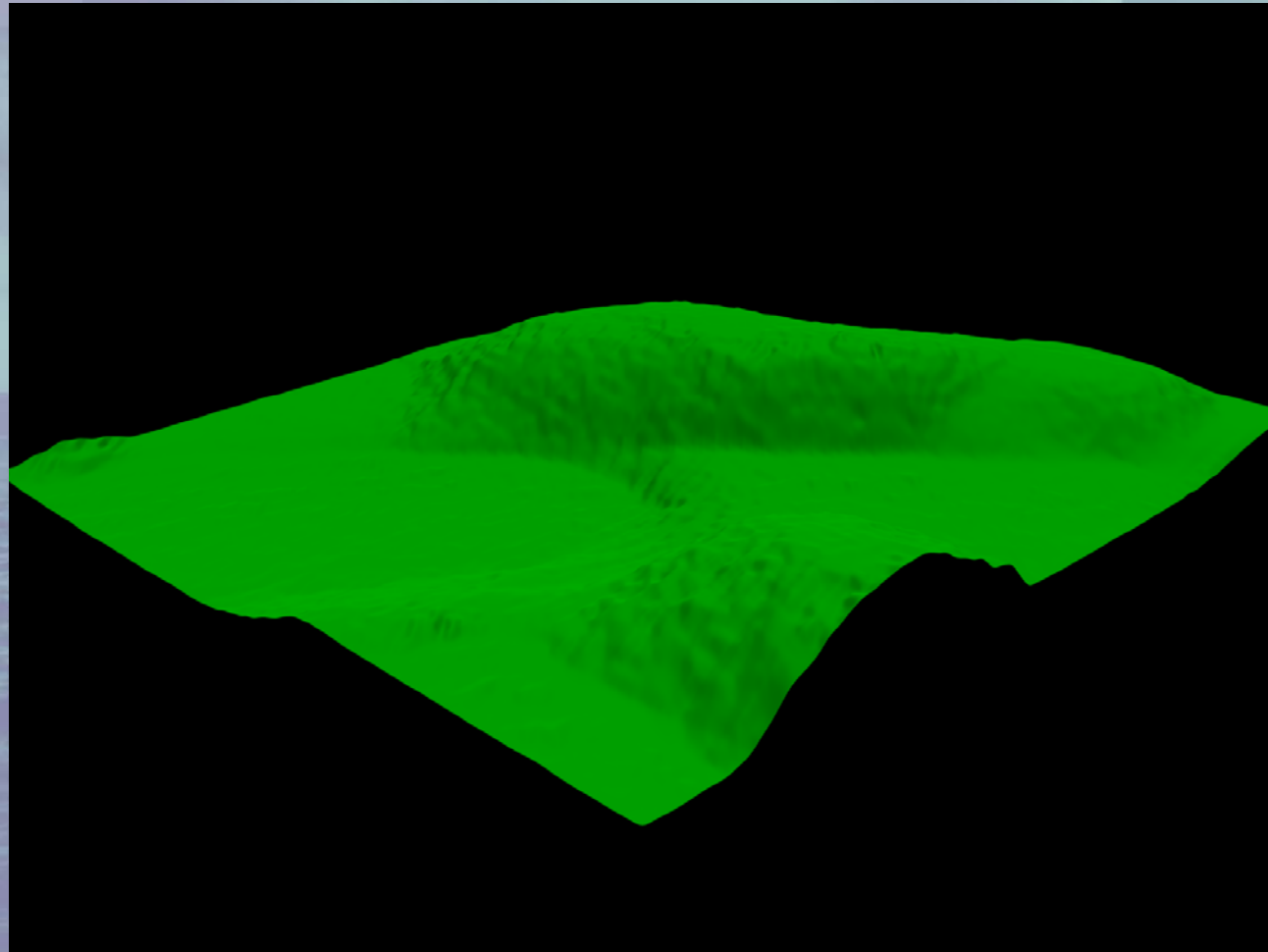
400



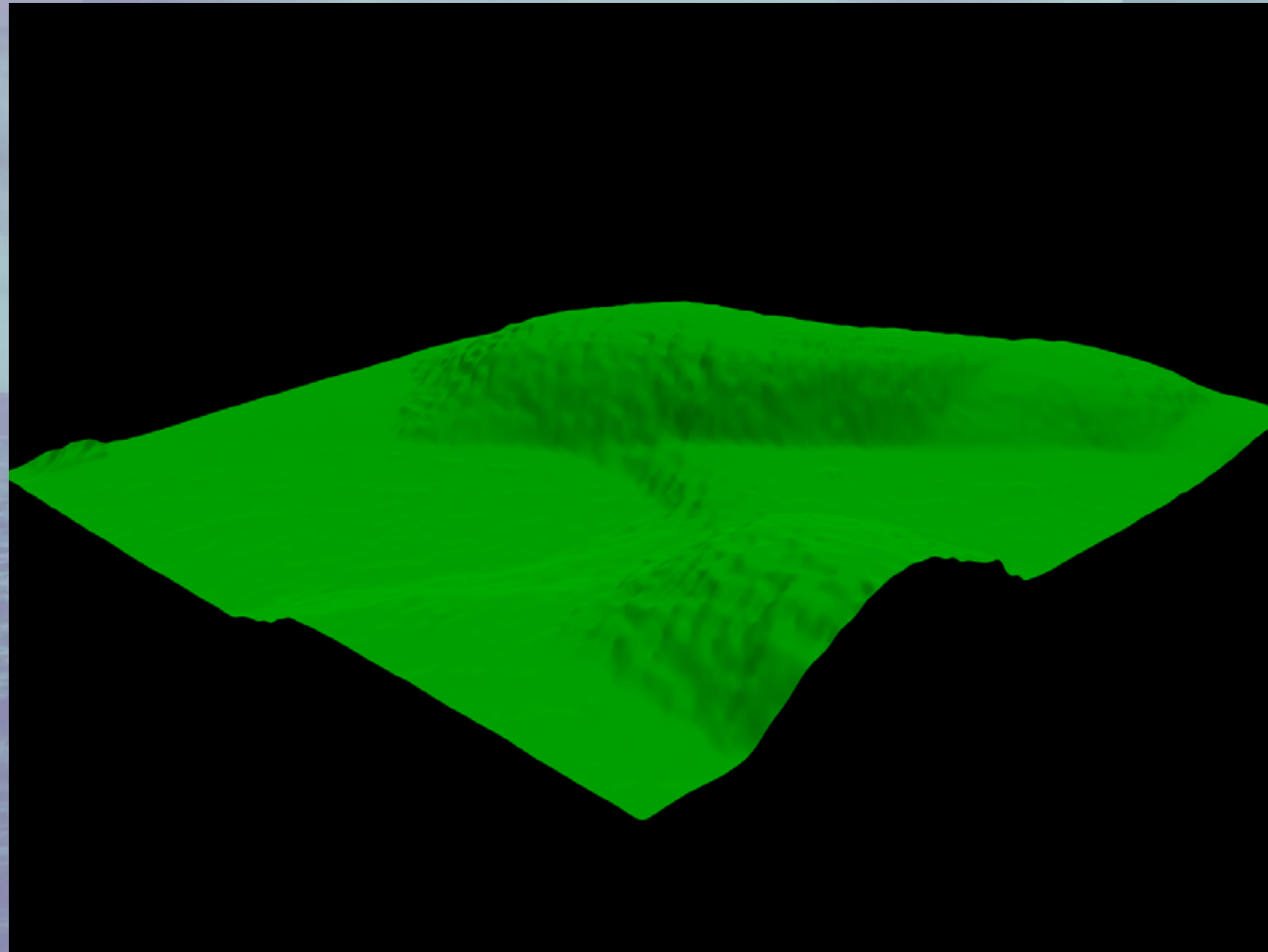
500



600

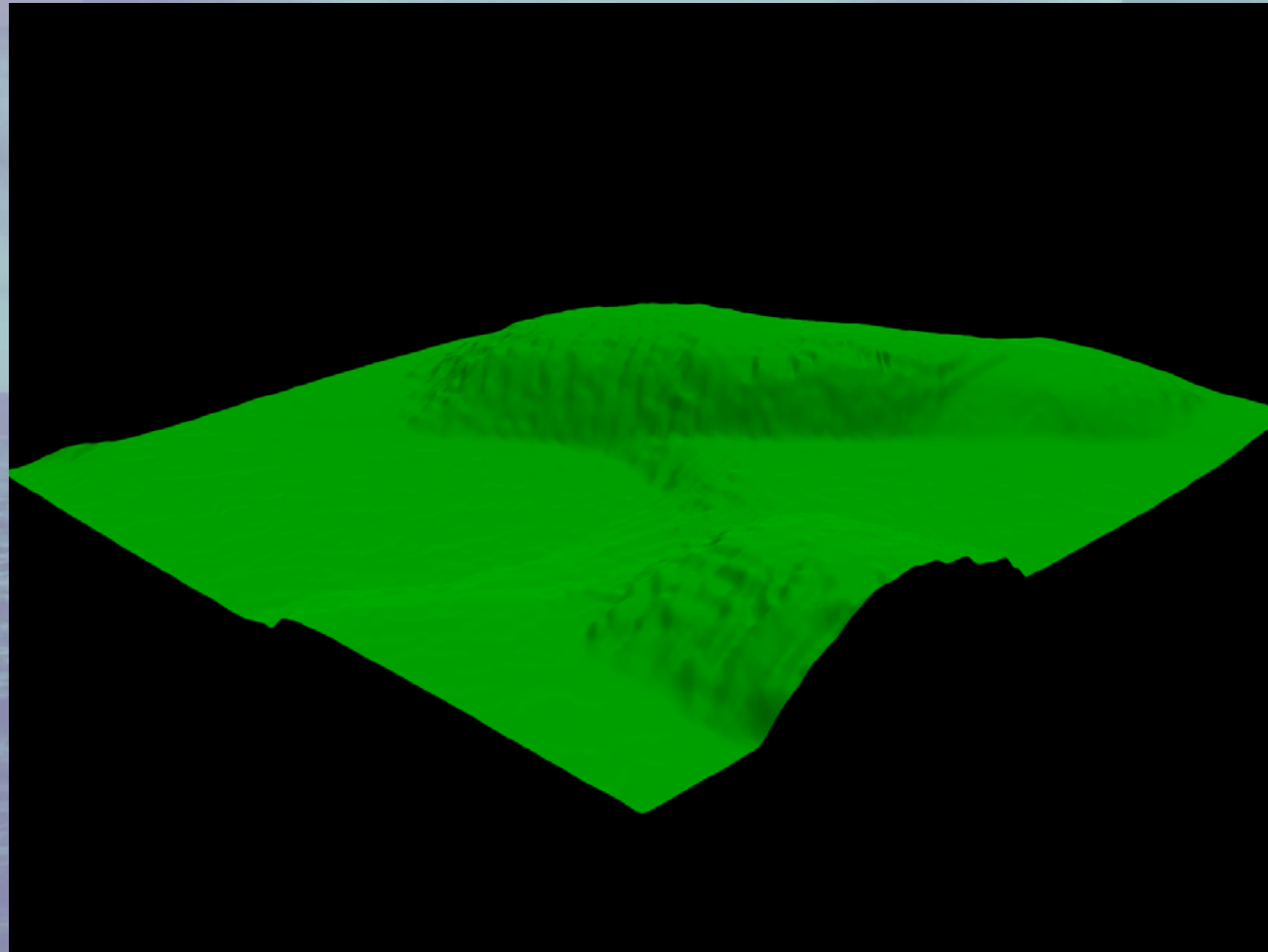


700

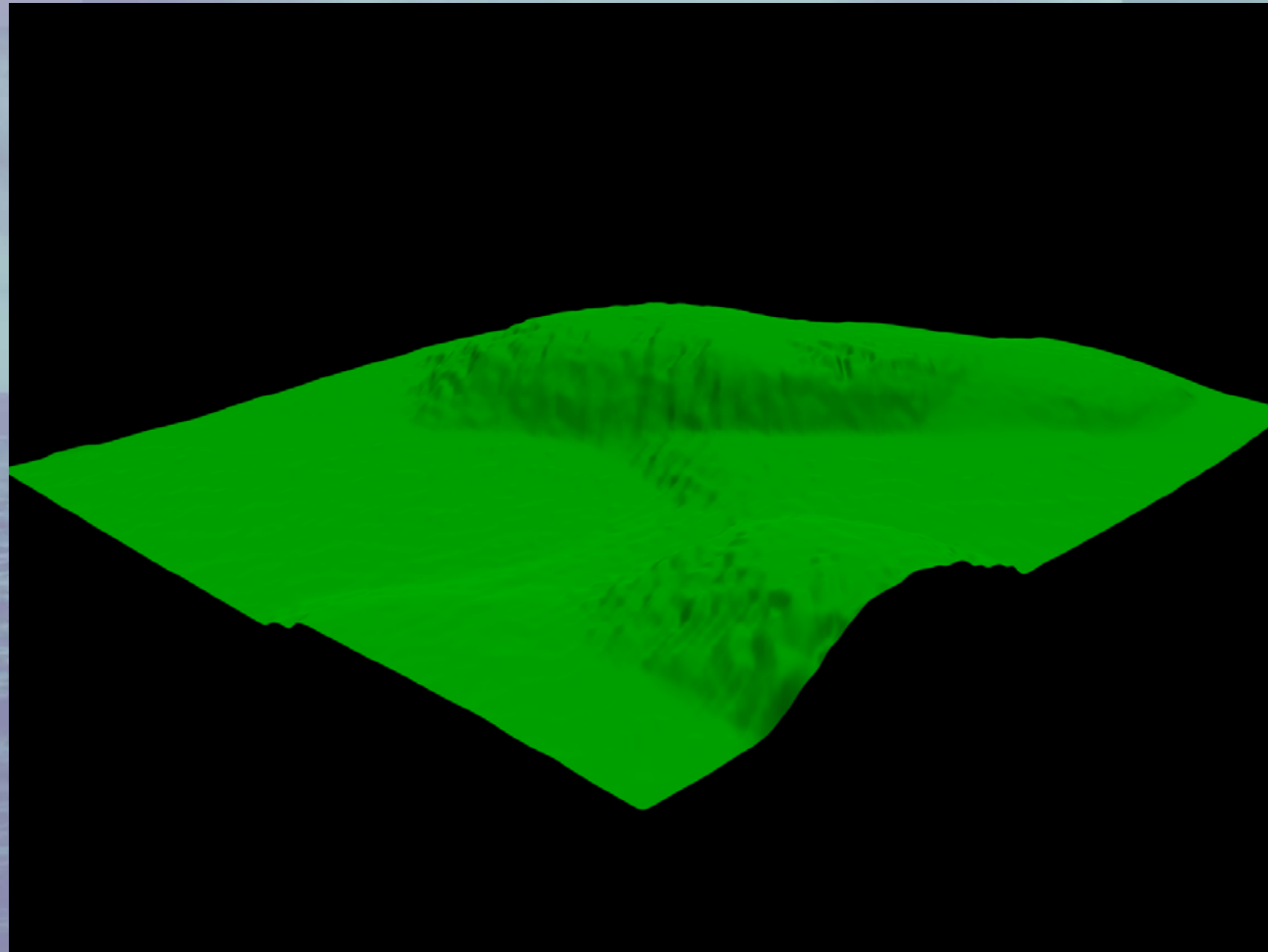




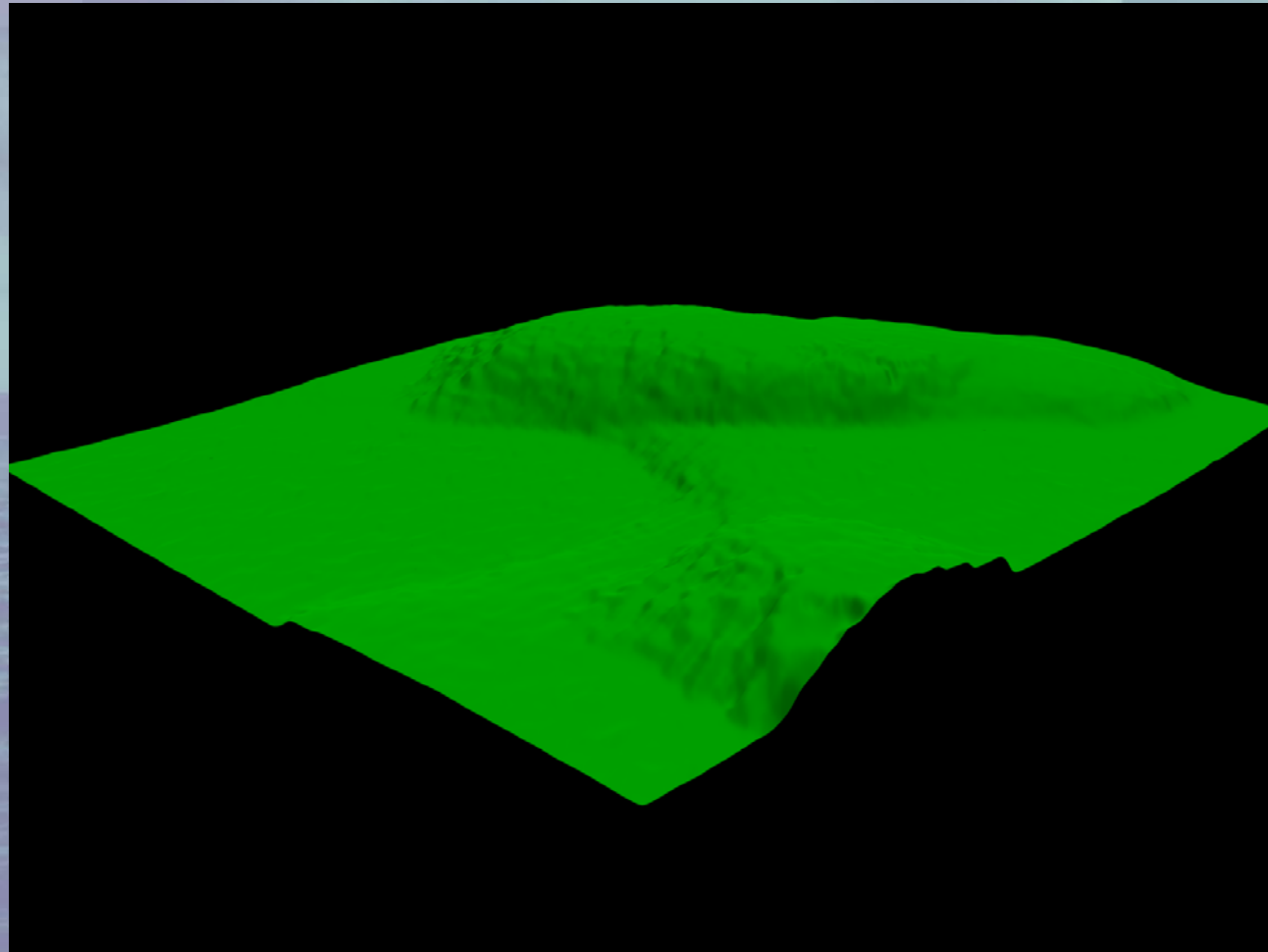
800



900

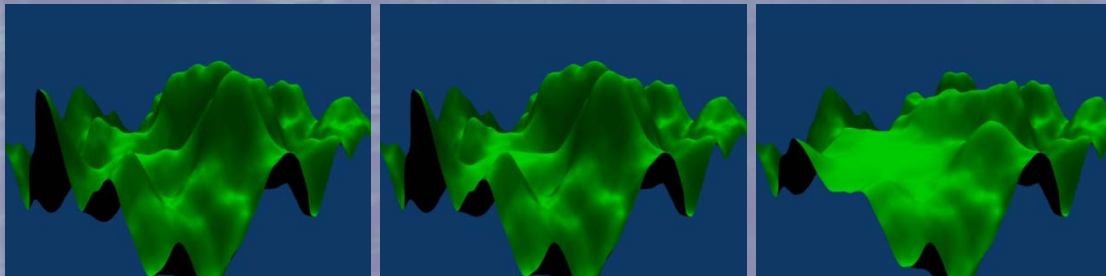


1000



# Work left to do

- Realism
  - Feature generation
    - Rivers
      - Squig Curves
      - Erosion
    - Flattened Areas
      - Flattening function
      - Erosion





# Work left to do (2)

- Mountains
  - Placement
  - Erosion



A dramatic seascape at sunset or sunrise. The sky is filled with dark, heavy clouds, with a bright light source on the horizon creating a strong glow and a white diagonal line that cuts across the scene. The water is dark and textured. The word "Questions?" is written in a blue, serif font in the center of the image.

Questions?