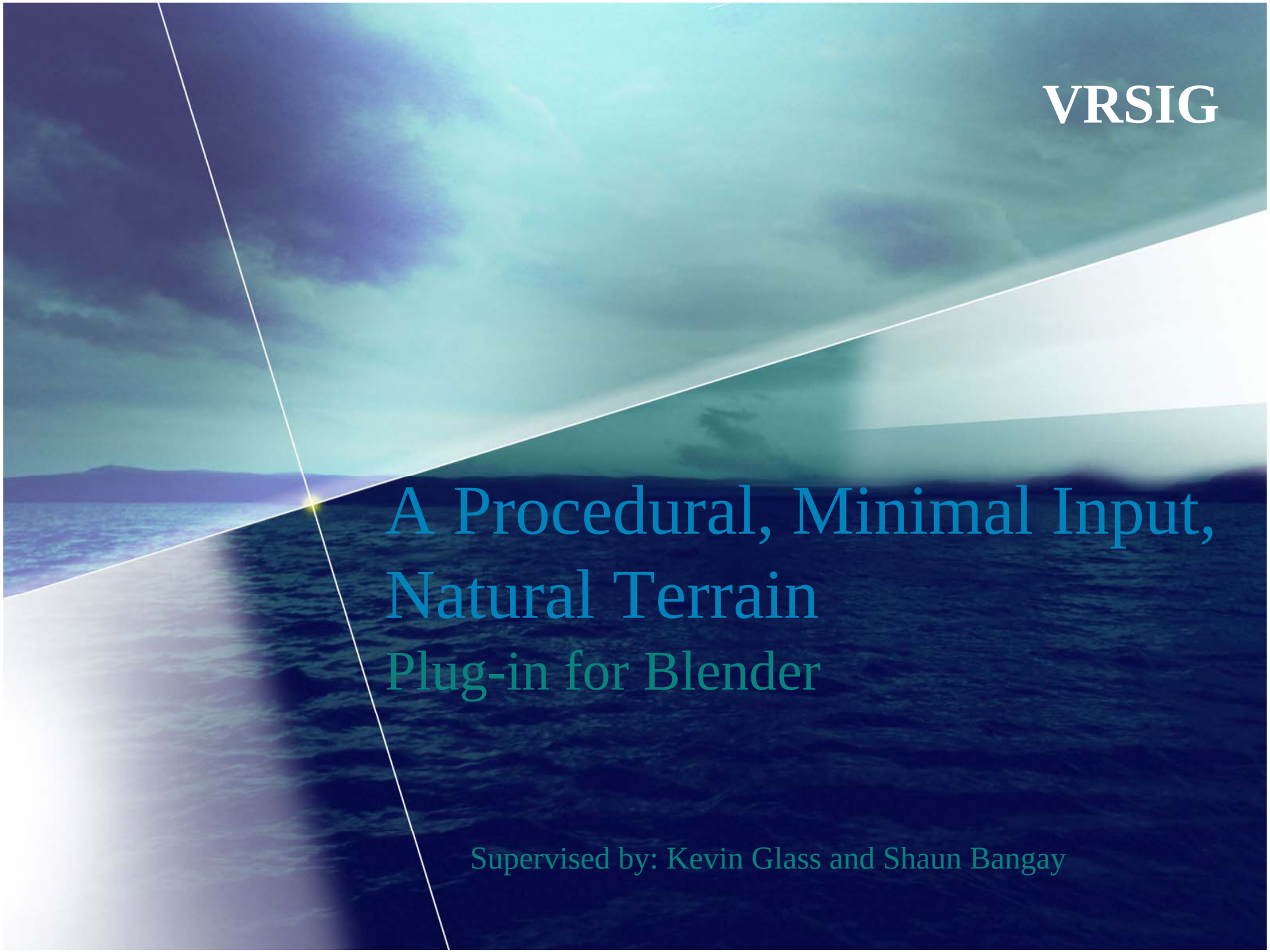


A Procedural, Minimal Input, Natural Terrain Plug-in for Blender

Supervised by: Kevin Glass and Shaun Bangay

Program

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

Project Overview

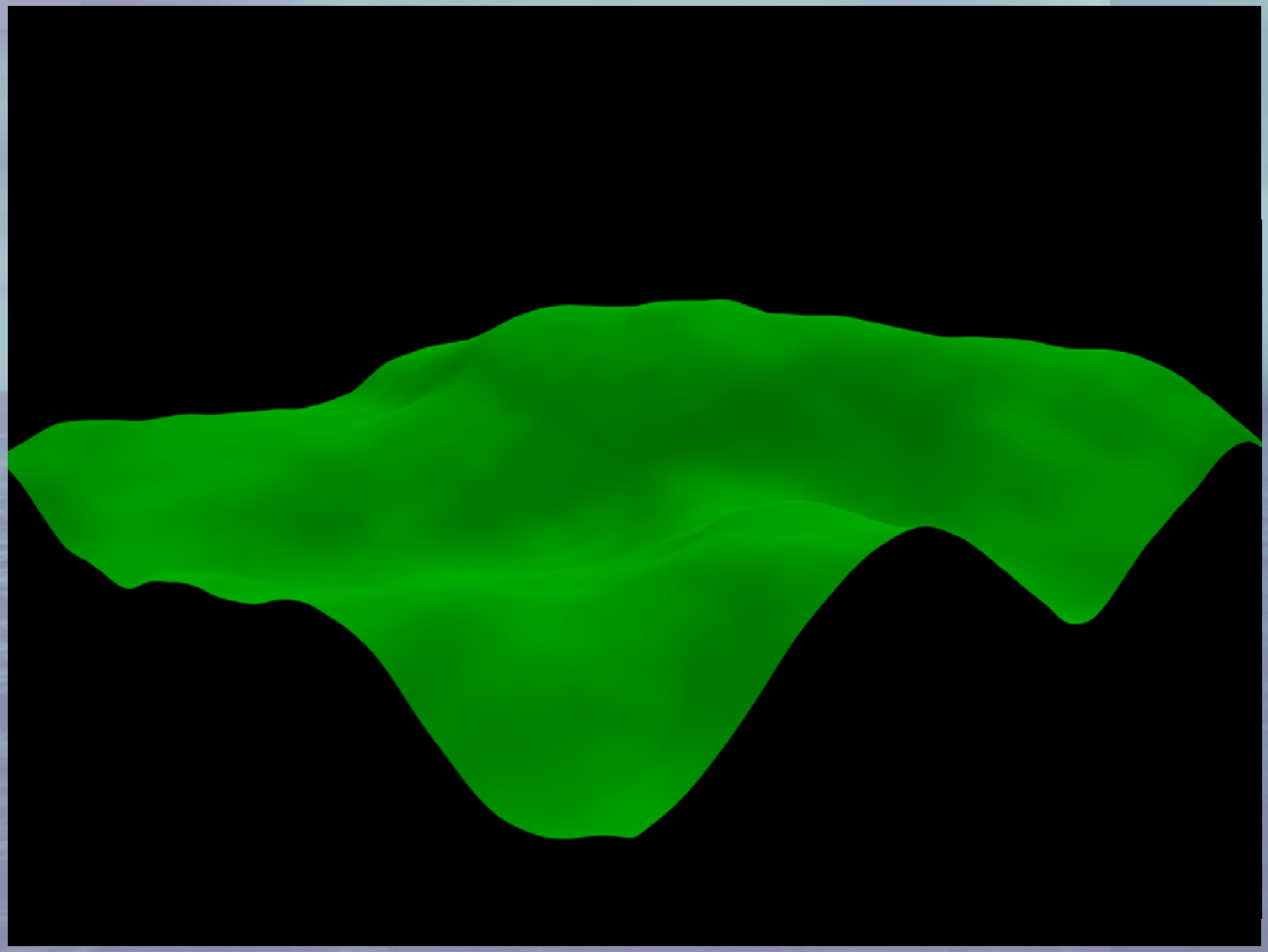
- Plug-in for Blender
- Procedural generation
- Massive, realistic terrains
- In TTS context

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

Progress

- Fractional Brownian Motion
- Hydraulic Erosion

Erosion demonstration: Base fBm



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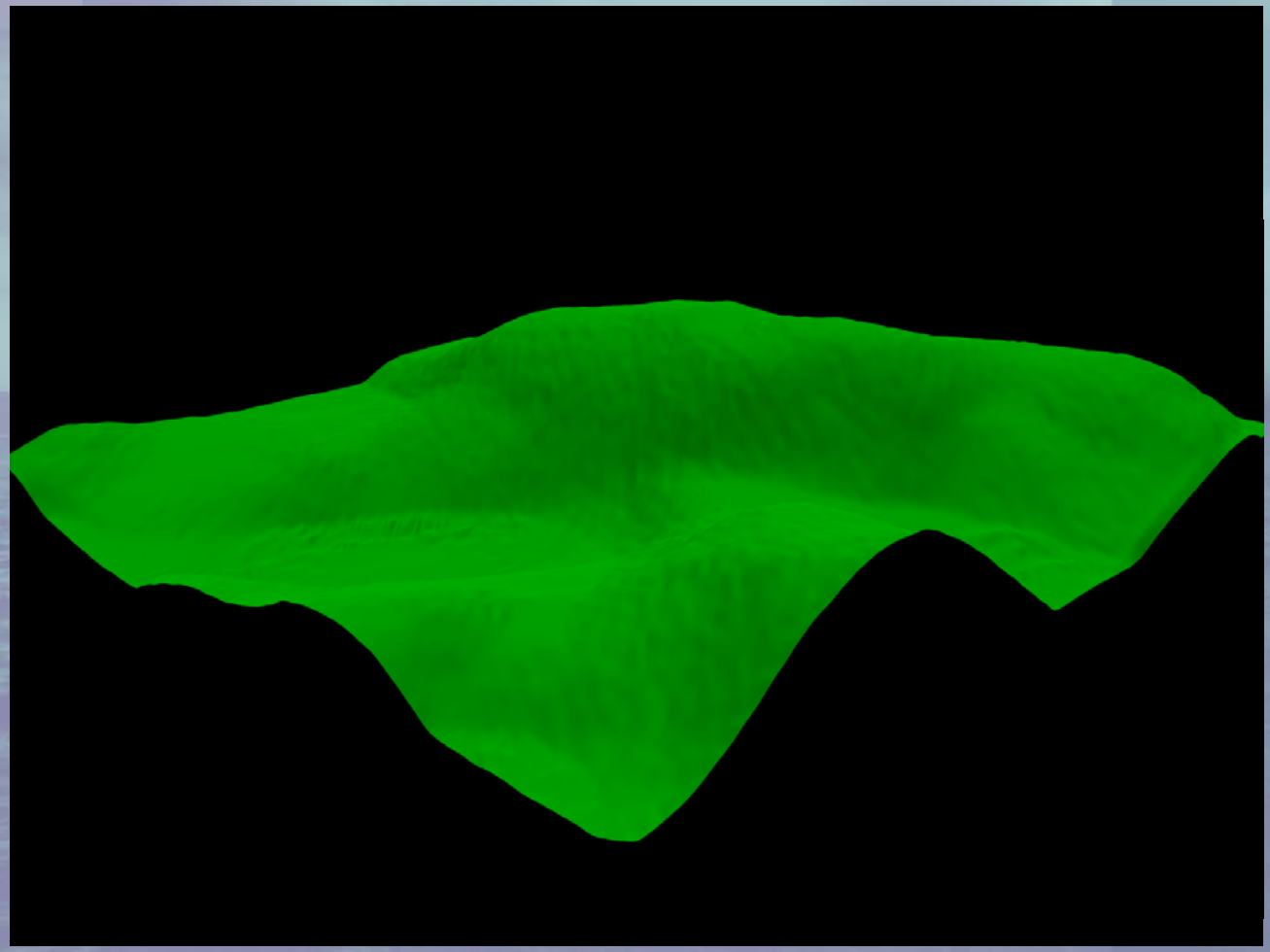

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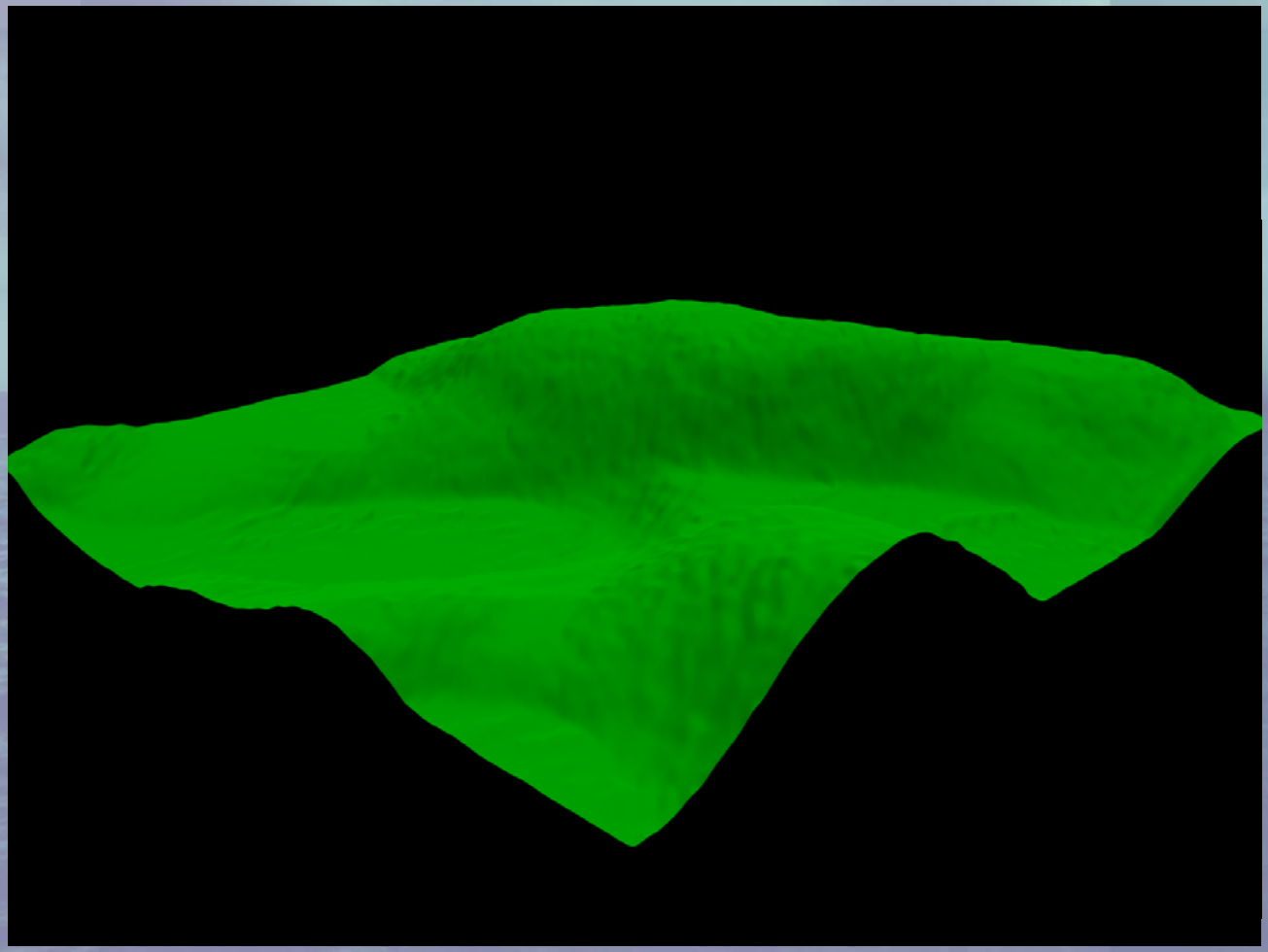

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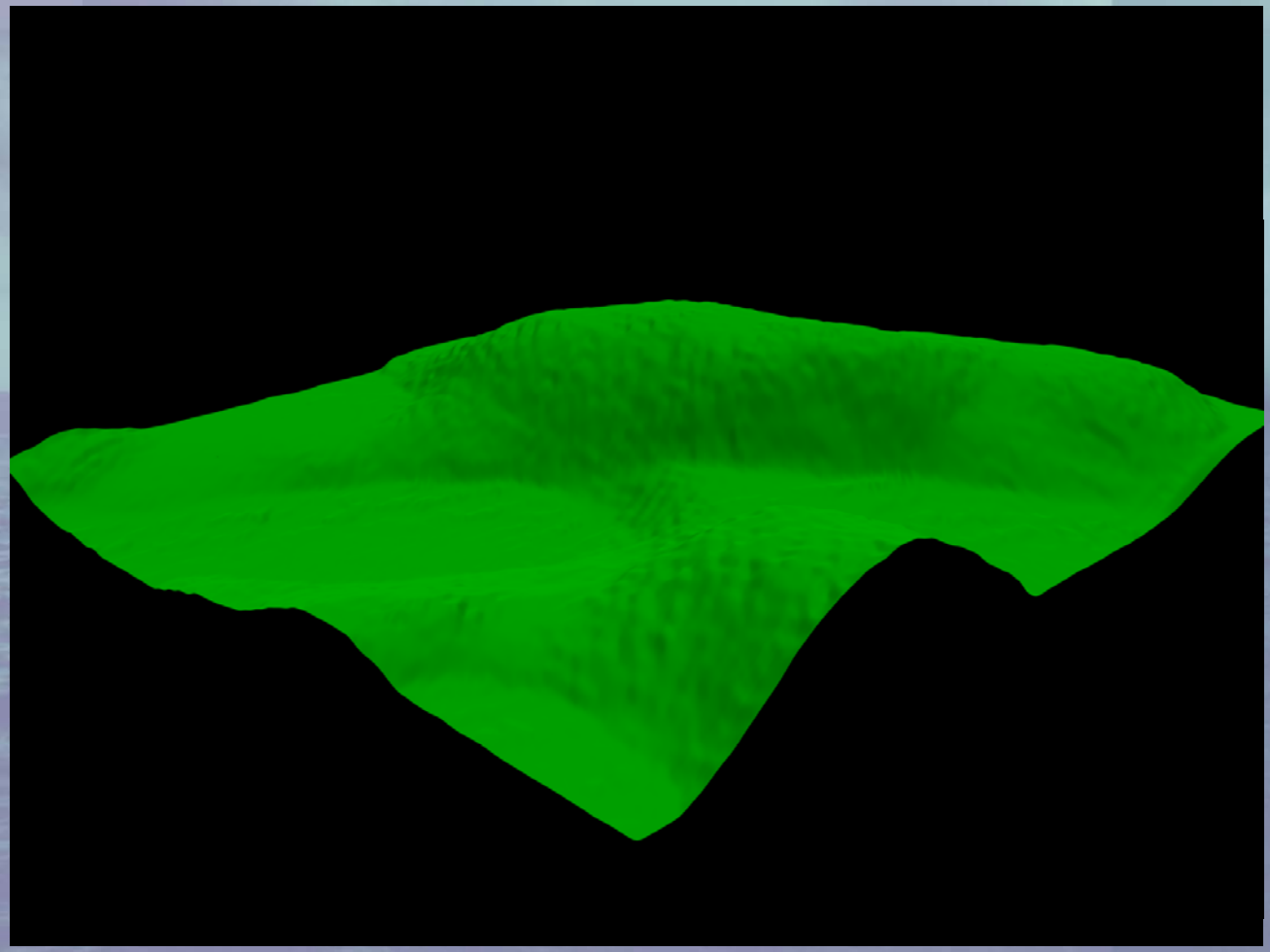

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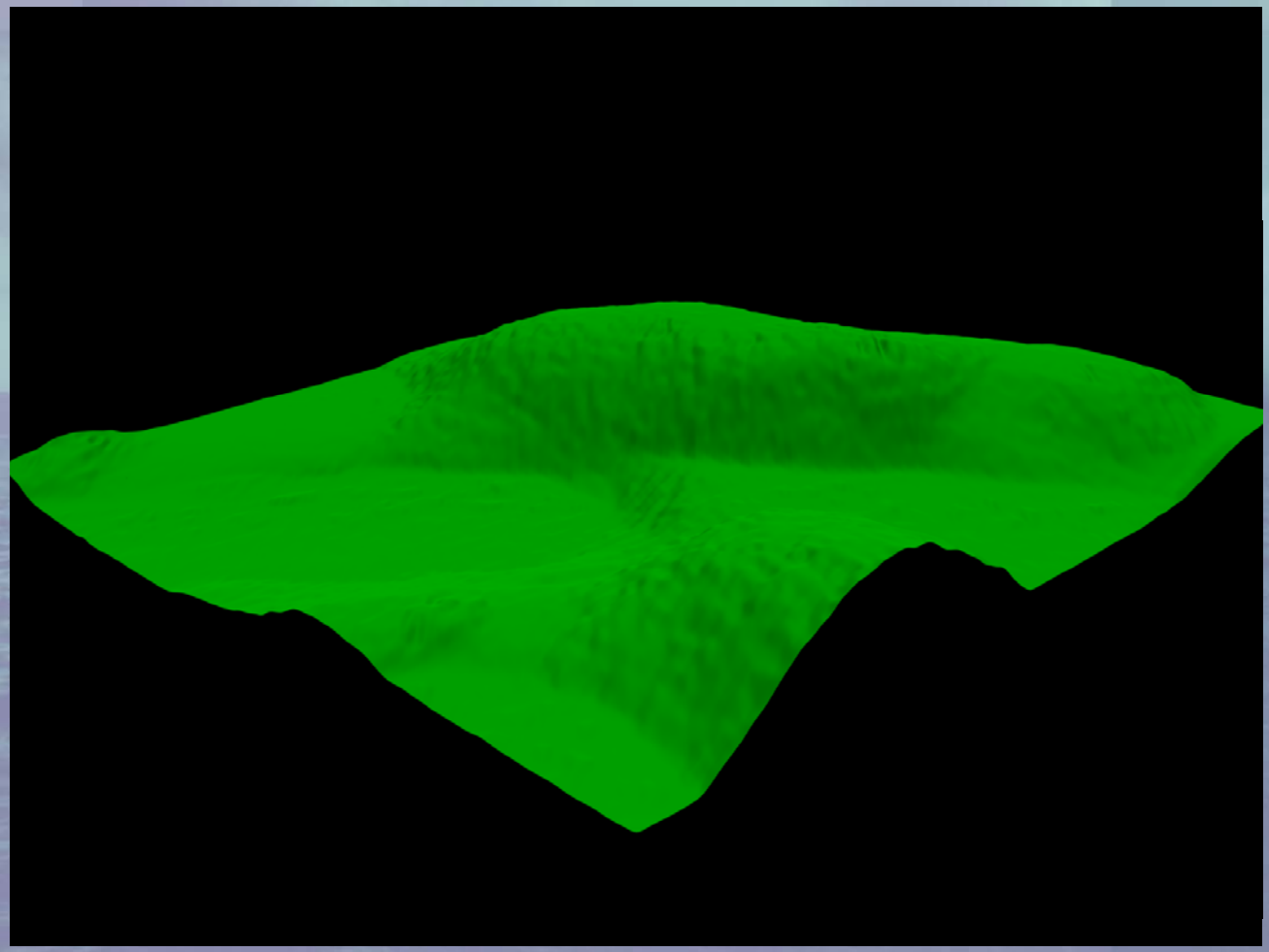

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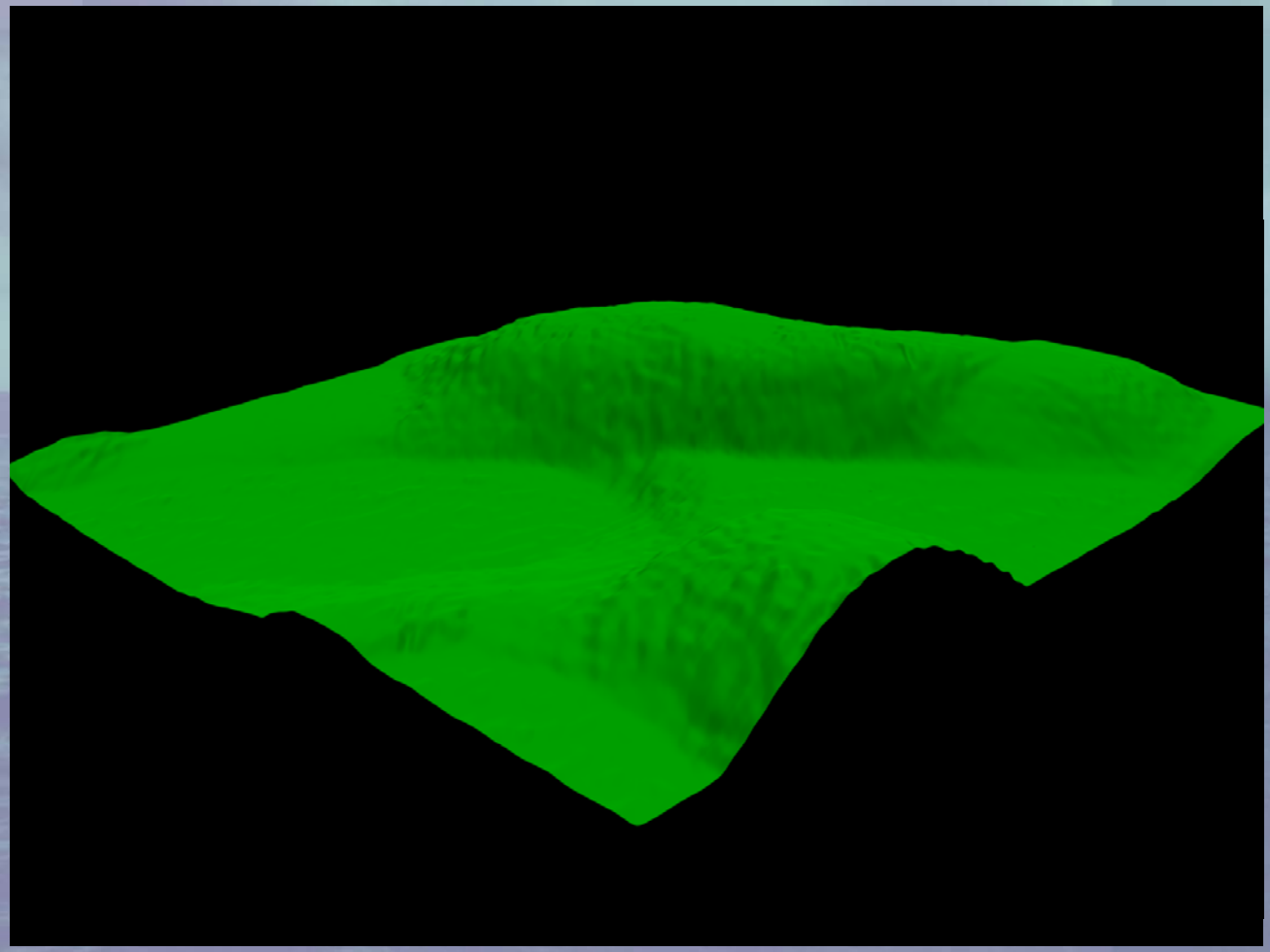

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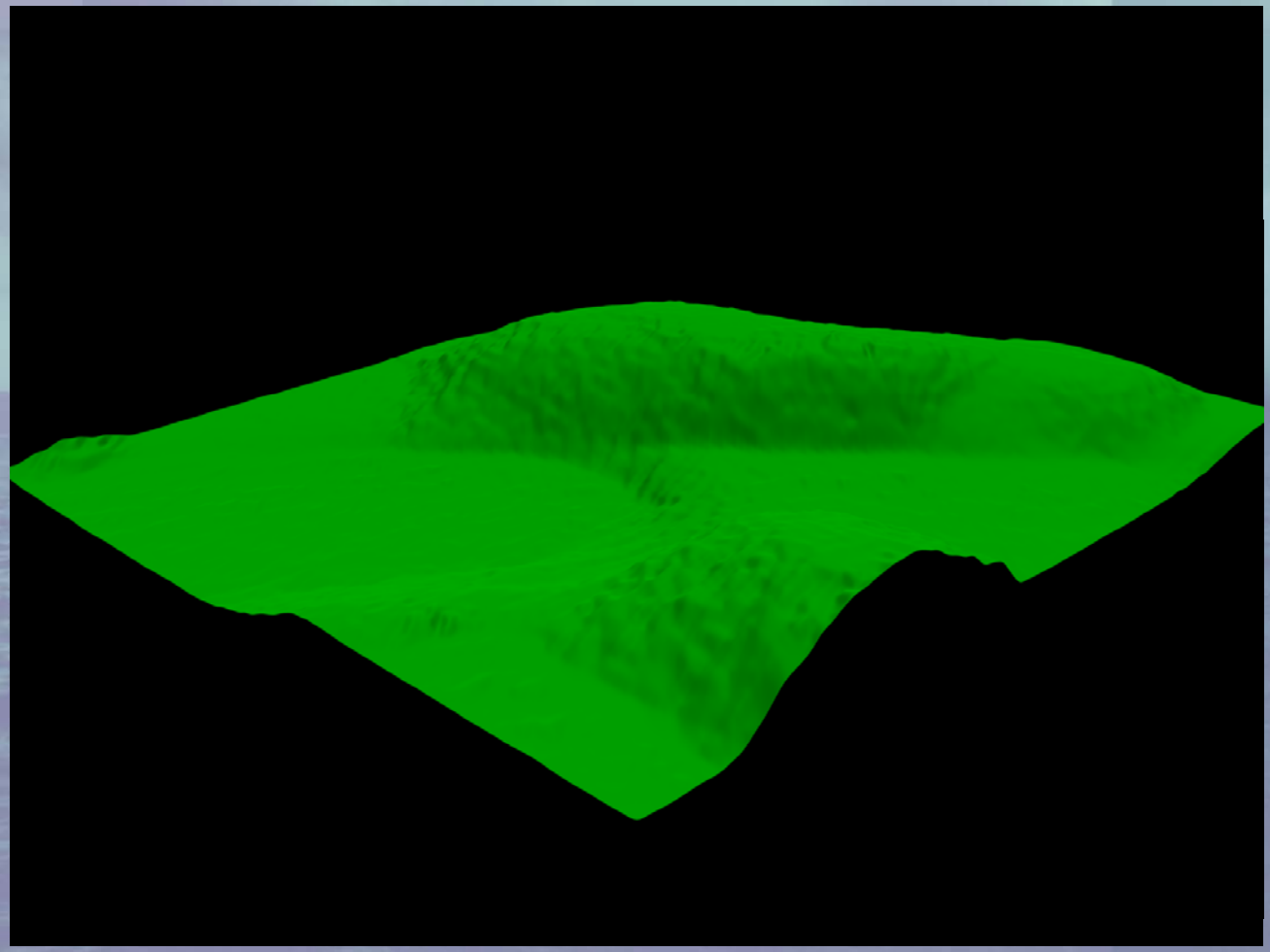

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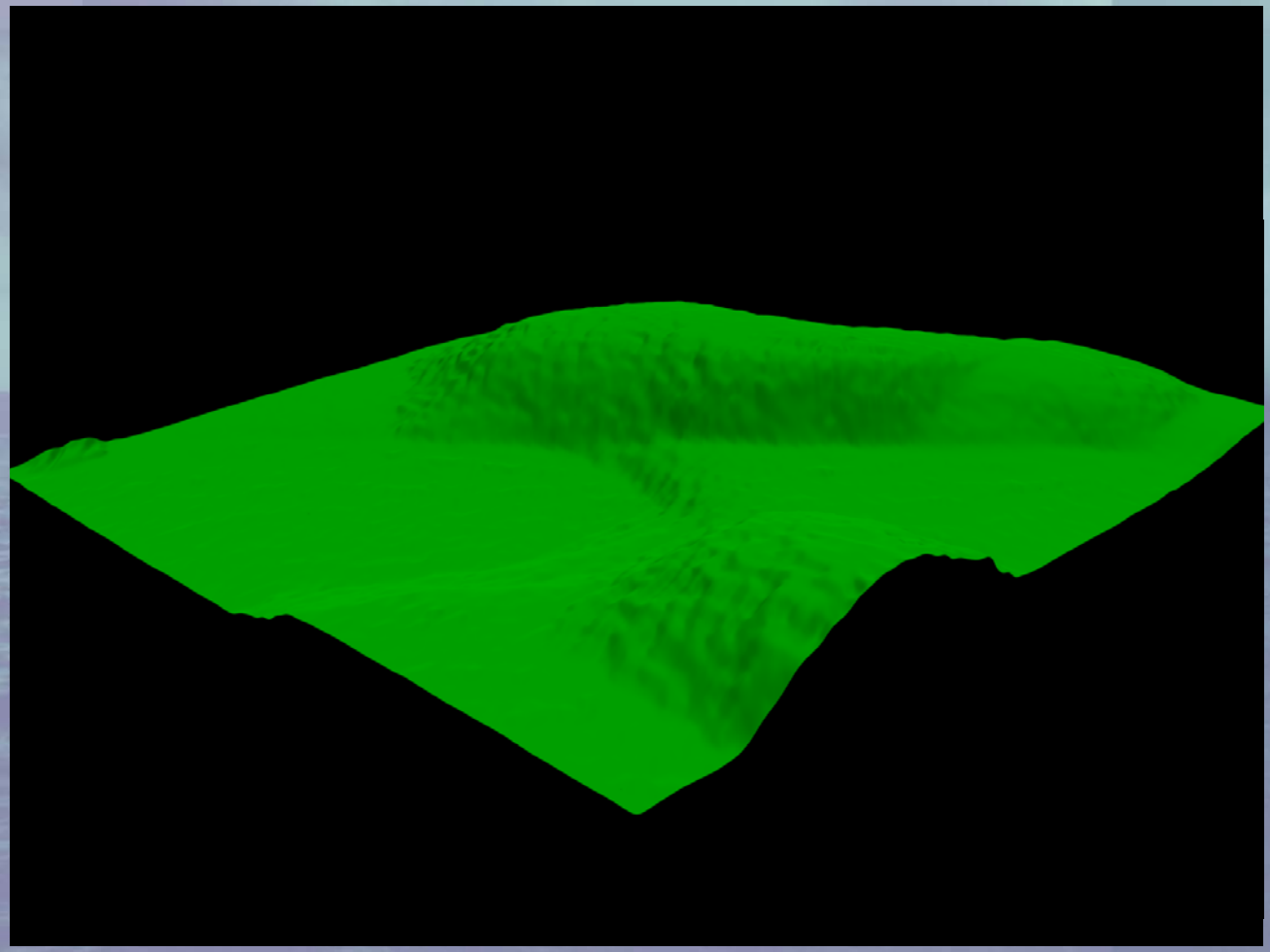

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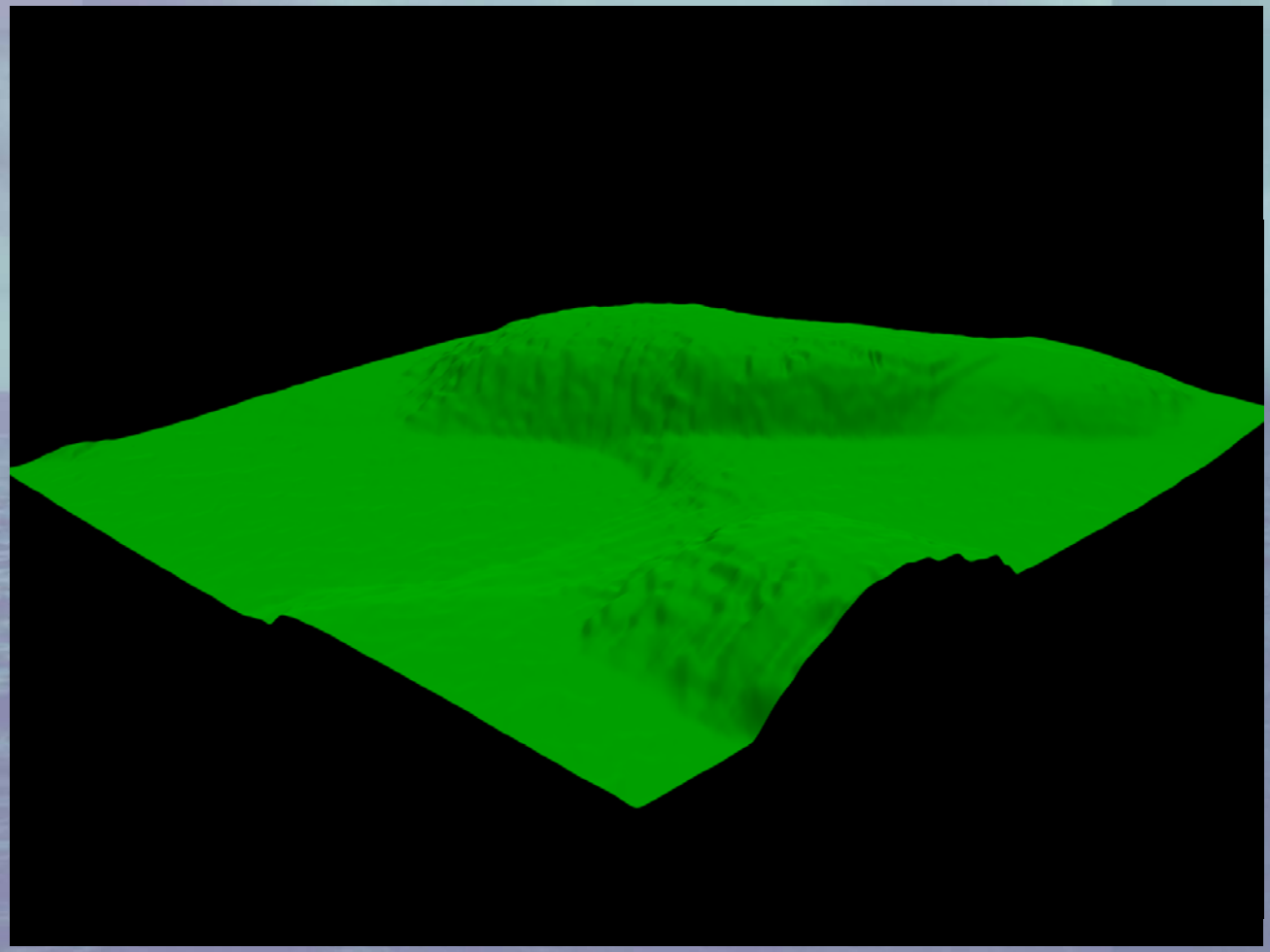

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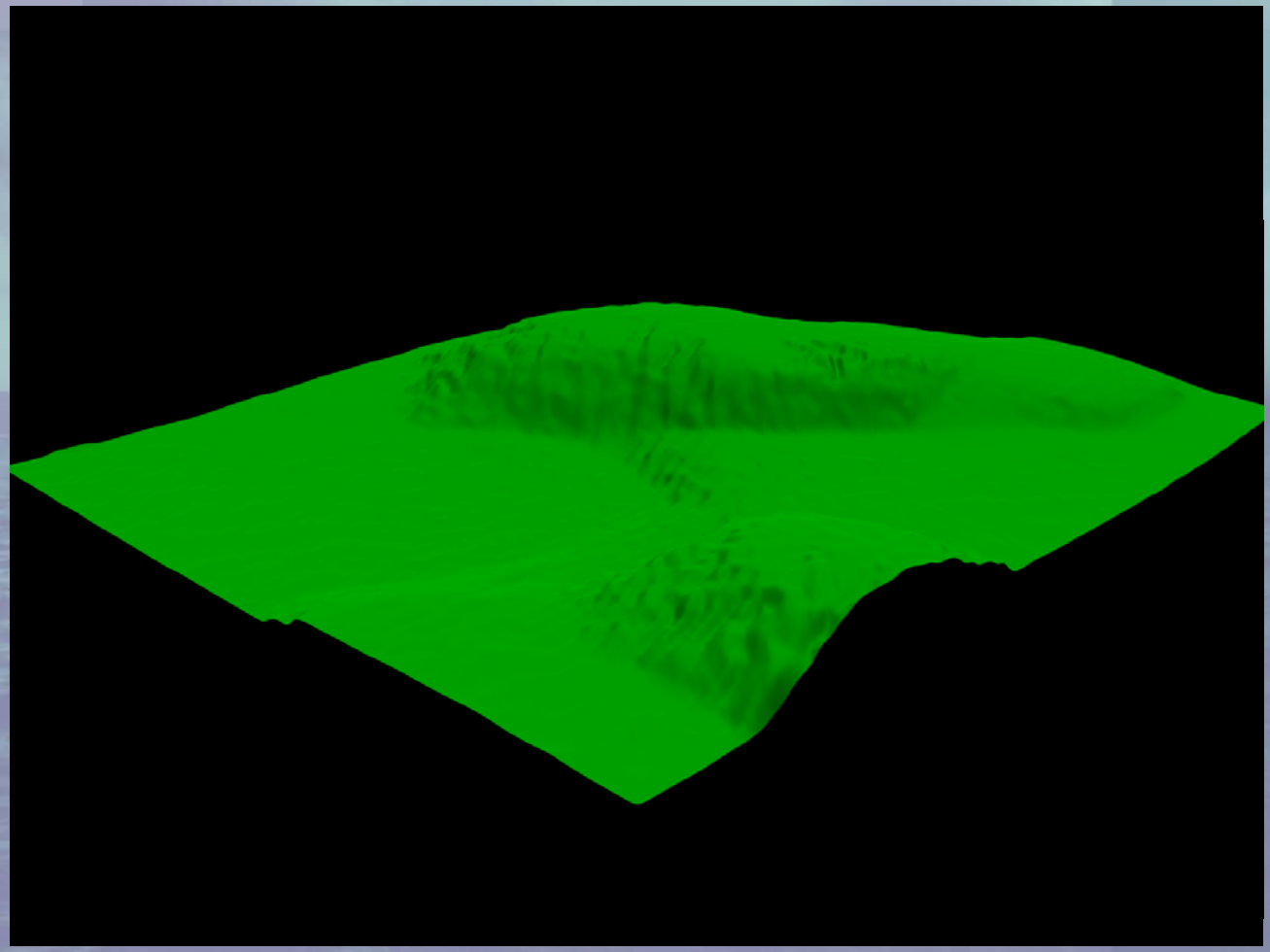

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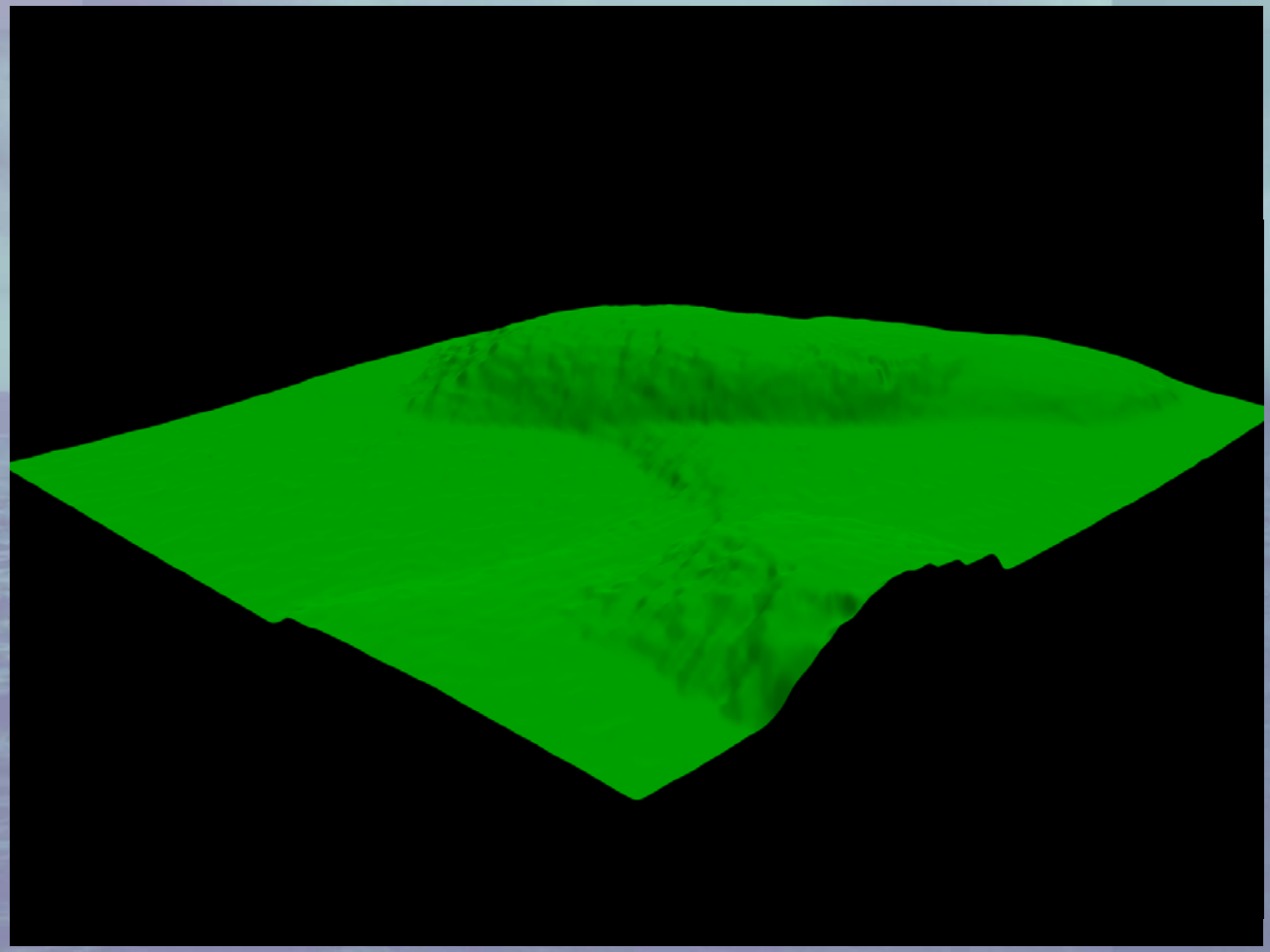
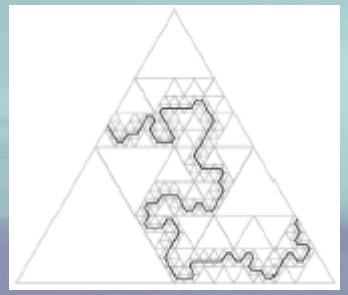
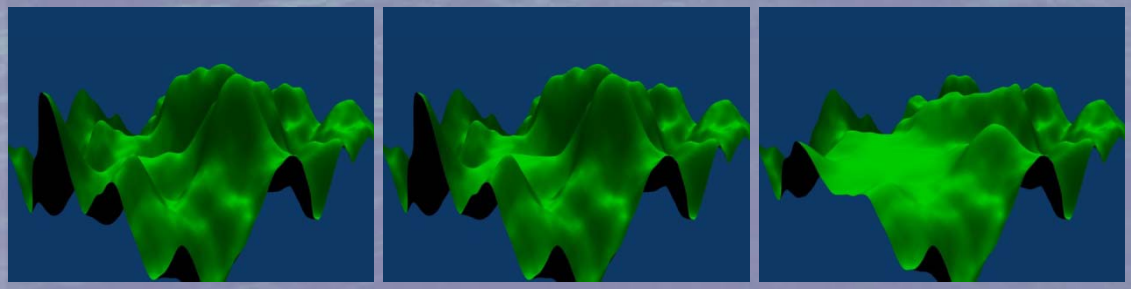


Work left to do

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





Work left to do (2)

- Mountains
  - Placement
  - Erosion


Questions?