

EECS 494: Terrain Generation

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Mt. Rainier, created by Manel Giuli with Terragen

Outline (1 of 2)

- Possible data representations
 - Tiles
 - Heightmaps
 - Terrain Meshes
 - Mini case-study: Chips
- Autogeneration
 - Fault Formation
 - Midpoint Displacement
 - Particle Deposition
 - Other methods

Outline (2 of 2)

- Tools
 - L3DT
 - Terragen
- Optimization methods
 - Delaunay Triangulation
 - ROAM and LOD
 - Catmull-Clark Subdivision Algorithm