Calming Desert Oasis

A CMPM 163 Final Project
Presented by...

Robert Gaines
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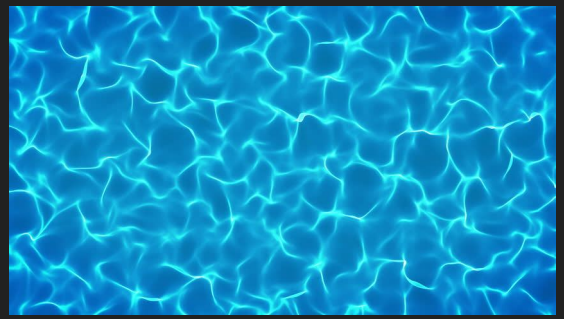
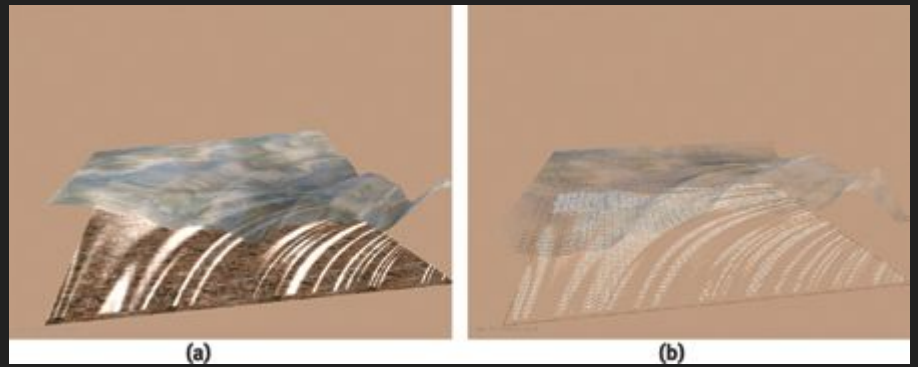
3D Scene Concept

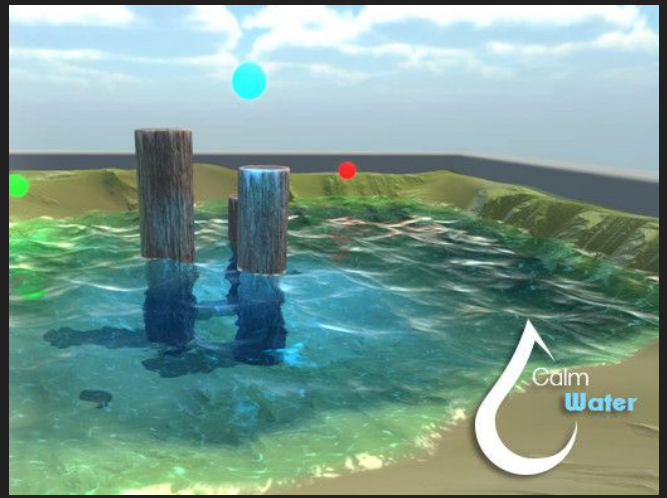
Water with Caustics

Alfredo Cuevas





http://developer.download.nvidia.com/books/HTML/gpugems/gpugems_ch02.html


Calm
Water

Shifting Sand Dunes

Robert Gaines

Attempt to use multiple levels of perlin noise to create large sand dunes

Slowly increment the function seed over time in order to make dunes look like they are moving through the map

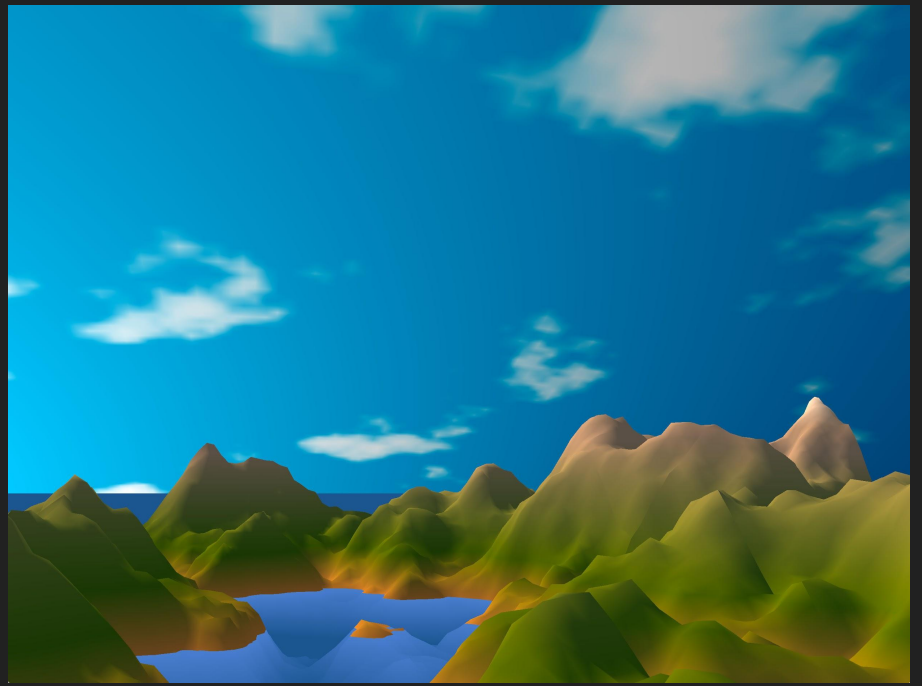
Repeating sand texture
+ normal mapping to give sand more detail at closer distances

If I get to it, sand particles will be generated from the tops of dunes

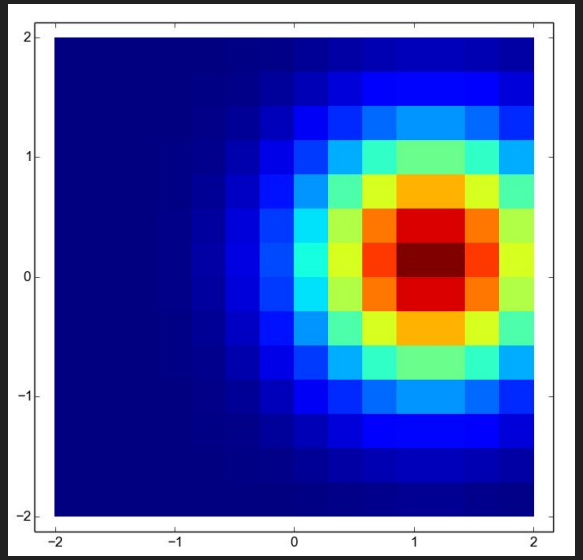
Dynamic Clouds + Procedural Plant Placement

Trenten Kaufeldt-Lira

Procedural Cloud Renderer using
Perlin Noise to create the effect of slowly
Drifting through the sky



Will be layered or flat. Clouds will move much slower and use parameters to mimic the fluffiness of clouds.



Use density map for plant placement around oasis

Will use noise on density map to add randomness to placement

Will populate with cactus or tree models