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1 Introduction

For my graphics and simulation project I have chosen to make a voxel based game, where the player is a light source that will light up the surrounding terrain. The terrain will be generated using perlin noise to change the height of the ground.

Paper One: Ken Perlin paper on perlin noise

Perlin Noise Pixel Shaders [1]

Paper Two: Improving Noise [2]

This paper is what I used to implement the perlin noise algorithm into my project.

Paper Three: The Multilevel Finite Element Method for Adaptive Mesh Optimization and Visualization of Volume Data [3]

Paper Four: Dual/primal mesh optimization for polygonized implicit surfaces [4]

Paper Five: Illumination for computer generated pictures [5]

This paper

Paper Six: An improved illumination model for shaded display [6]

Paper Seven: Texturing techniques for terrain visualization [7]

References

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