

Portfolio Proposal

COMP220 Graphics and Simulation Proposal

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1 Concept

For my concept I will create an open procedurally generated low-poly world that the player will be able to explore.

The player will be a light source that will move around the procedural world, lighting up the area around the player.

The player can fire light sources that will light up the path in head.

2 How it meets the requirements

This open world simulation will contain multiple Graphical elements to make the world interesting.

3 What Graphical or Simulation effects will the demo include?

3.1 Procedural Generation of terrain

The map will be procedurally generated using a Perlin noise height map. Furthermore I will try and populate the level with some foliage to make the world slightly more interesting to explore.

3.2 Ground Bump Mapping

The ground will have a bump map for the different types of textures on the ground, so that the ground will look bumpy for rock textures and jagged for grass textures etc.

4 Additional graphics techniques that may be implemented

4.1

4.2 Loading of meshes from a standard 3D object file format