

Angus Hay:

- Implemented the terrain generation algorithm, modified shader to color terrain based on altitude, added clouds
- Added ImGui controls for world generation seed, cloud thickness and color, and spline control points

Jordan Patterson:

- Implemented code to animate camera movement along a Catmull-Rom Spline

Nicholas Lee:

- Wrote code to texture the terrain

External Code Credits:

Perlin noise-related functions in scene.cpp are taken from "Understanding Perlin Noise"<https://connex.csc.uvic.ca/access/content/group/feae68d4-a86f-4c6a-af57-9a21e665f7d0/Reading%20Material/Noise/Understanding%20Perlin%20Noise.pdf>

Simplex Noise functions (in scene.vert) are from <https://github.com/ashima/webgl-noise> code re-used under this license:

Copyright (C) 2011 by Ashima Arts (Simplex noise)

Copyright (C) 2011-2016 by Stefan Gustavson (Classic noise and others)

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Hybrid Multifractal generation code (in scene.cpp) is taken from "Procedural Fractal Terrains", F. Kenton Musgrave