Advanced Graphics and Real Time Rendering (Semester 2)

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Terrain Rendering, Tessellation, and Skeletal Animation

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# Implementation

## API

## Graphics Pipeline

## Features

### Heightmap Generation

#### Loading from .RAW

#### Diamond Square

#### Fault Line

#### Perlin Noise

### Terrain Rendering

#### Plane Mesh

#### Marching Cubes

### Skeletal Animation

#### Mesh Loading

#### Mesh Animating

# Critical Evaluation

# Bibliography