

# Untitled: A DirectX Game

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## 1 Summary

## 2 User Controls

## 3 Features

### 3.1 Noise

### 3.2 Procedural Terrain

[Starting point: the problem of concavity!]

Introduce marching cubes as the central tenet of the modelling process...

Definitive... Paul Bourke's *Polygonising a scalar field* (1994)...

### **3.2.1 Case Study: Hexes**

### **3.2.2 Case Study: Landmarks**

## **3.3 Procedural Screen Textures**

### **3.3.1 Case Study: Blood Vessels**

### **3.3.2 Case Study: Runes**

## **3.4 Procedural Narrative**

# **4 Code Organisation**

## **4.1 Post-Processing**

## **4.2 GUI**

[Include HDRR/bloom here...]

# **5 Evaluation**

## **5.1 Features**

## **5.2 Code Organisation**

# **6 Conclusions**

# **References**

Bourke, P. (1994), 'Polygonising a Scalar Field', Available at:  
<http://paulbourke.net/geometry/polygonise/>. (Accessed: 9 February 2023).