Real time Erosion simulation

River erosion computer simulation

OpenGL river

Shallow water computer simulation

NEEDED

<https://diglib.eg.org/bitstream/handle/10.2312/EG2011.short.057-060/057-060.pdf?sequence=1> – water and thermal erosion sim

<https://www.cs.purdue.edu/cgvlab/www/resources/papers/Benes-2007-Real-Time_Erosion_Using_Shallow_Water_Simulation.pdf> - uses c++ and opengl.

<https://cgg.mff.cuni.cz/~jaroslav/papers/2008-sca-erosim/2008-sca-erosiom-fin.pdf>

USEFUL

<https://developer.nvidia.com/gpugems/gpugems/part-i-natural-effects/chapter-1-effective-water-simulation-physical-models> - nvidia gpu gems book. Chapter 1 – 2 might have useful material.

<https://xing-mei.github.io/files/erosion.pdf> - erosion simulation

<https://hal.inria.fr/inria-00402079/document>

<https://www.modeemi.fi/~daemou/mindtrek12.pdf> - comparison of different water sim methods

COULD BE SOMEWHAT

<https://matthias-research.github.io/pages/publications/hfFluid.pdf> - water sim.

<https://www.reddit.com/r/proceduralgeneration/comments/1rmvbc/realtime_hydraulic_erosion_simulation_on_gpu/> - I know its reddit but could actually be useful

<https://creativecoding.soe.ucsc.edu/courses/cs488/finalprojects/shallow/shallow.pdf> - shallow water sim that introduces the famous techniques

<https://www.tandfonline.com/doi/pdf/10.1080/19475683.2015.1050064> - another shallow water sim

NOTES