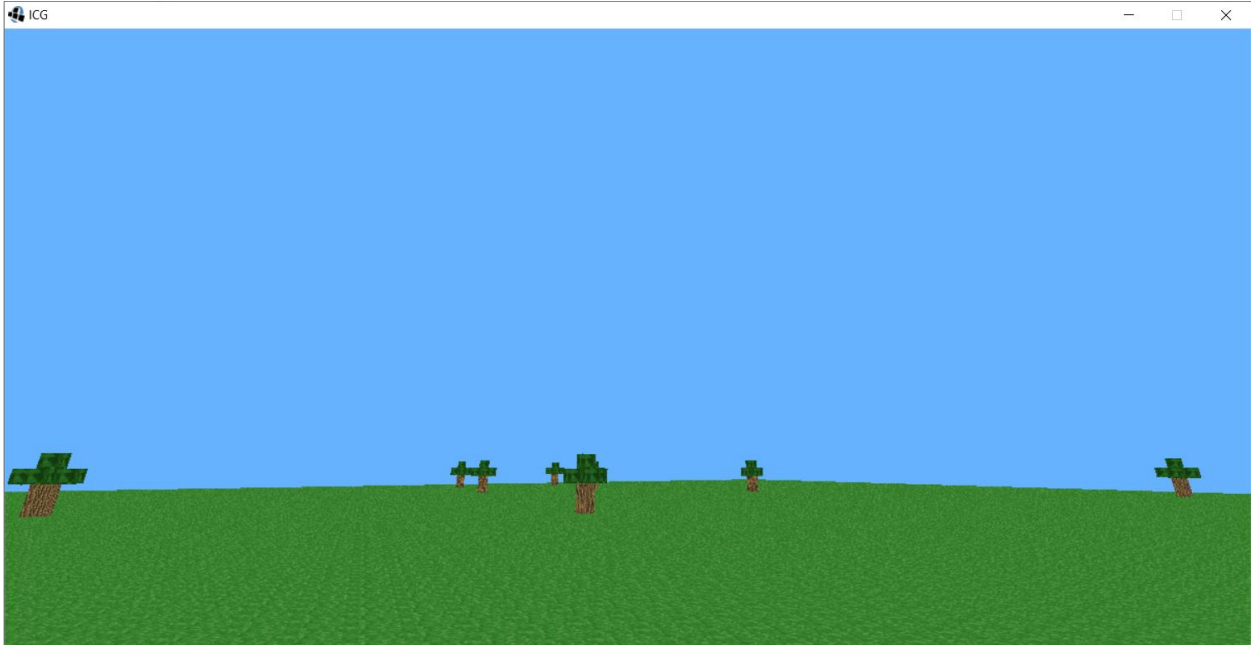


ICG Report

- Implemented a voxel engine in Java using the Lightweight Java Game Library
- Used chunks of 16 blocks to render the scene with a grass and dirt texture



- Generated a random terrain using Perlin Noise



- Generated Random Trees on the Terrain with bark and leaves texture



- Added camera control. Rotate the camera using the mouse. Move the camera forward and backward using W and S. Left and Right using A and D and up and down using R and G.

