Ideas thesis project

# Runtime:

## Target tracker:

In game a kind of tracker will keep track of the target towards the landscape should be generated (default camera?). the designer can place the planets inside the word using a kind of referencing system. The tracker will then keep track of all worlds and the target. It will scale all terrains and planets to the best fit for every position. For far away planets this means downscaling the actual planet to fake the effect of being further away as they actually are.

scaled size

Perceived size

desired distance

Max distance

Actual size

## Imaged based terrain renderer:

The edited and procedural terrain will all be loaded to the mesh by images. This way a procedural algorithm can produce terrain images on the fly while pre-edited terrain can be loaded from stored images on the drive.

No data signal + sector of interest

Saved image checker

Procedural terrain images

Sector of interest

Terrain image

Terrain image

Image to mesh and material applier

Terrain mesh + resources

# Editor:

## World selection:

Every world will have a unique name and when generating/editing you will be able to choose the words by a listview with the names.

When editing or generating one planet only will be loaded (in temporary scene) so all resources can go to that planet.

## Zooming function:

When generating or editing the planet you can zoom in by a simple brush that lets the developer choose a location of interest to zoom into. This enables the dev to move the camera freely in the scene editor while still able too zoom in and out without zooming in with the actual camera. (Kind of like the magnifier on windows.