Generation procédurale

## Recherches

<https://www.youtube.com/watch?v=TgbuWfGeG2o>

<https://en.wikipedia.org/wiki/Procedural_generation>

<http://pcg.wikidot.com/pcg-algorithm:map-generation>

### Generation de carte

<https://docs.unity3d.com/ScriptReference/Mathf.html>

<https://docs.unity3d.com/ScriptReference/Mathf.PerlinNoise.html>

<https://en.wikipedia.org/wiki/Fractal_landscape>

<http://www-cs-students.stanford.edu/~amitp/game-programming/polygon-map-generation/>

<http://code-phi.com/infinite-terrain-generation-in-unity-3d/>

<https://www.youtube.com/watch?v=bG0uEXV6aHQ>

### Generation d’arbres/Plantes

<https://www.gamasutra.com/view/feature/1648/random_scattering_creating_.php>

<http://www.td-grafik.de/artic/talk20030122/overview.html>

### Liste des éléments/Classes Utilisables dans unity pour la génération

Mathf

Mesh

Sera l’élément central de la génération de terrain dans Unity