Previously asked questions

Daniel Szczypior - PROCEDURAL BUILDING GENERATION

* How do you reassure best efficiency and speed?
* Pros and Cons of Procedurally Generated Content
* Can you achieve similar level of complexity and quality by using procedural generation as with pre-made models.

Paul Noonan - Procedural Terrain Generation

* Can procedurally generated terrain look realistic.
* What algorithms are used in games to procedurally generate terrain?
* What are the advantages and disadvantages of procedurally generating terrain?

Cathal Foran - Procedural Generation of an Accurate and Uniform 3D Terrain Mesh

Procedural Generation areas

* Buildings
* Terrain
* Dungeons
* Map and Level Design
  + Map – Base Graph(Vertex Generation and Edge Growth), Minimum Spanning Tree(Graph Weighting and MST computation) , Construction of Level Graph and Merging(Cycle forming and cleaning), Conversion to Geometric Representation