Weekly report nr 4

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# Journal

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| This week started out a bit rough, with me starting on the light/shadow detection research, but the internet in the Level giving up completely. Once I regained access, though, it was time to go look for the best way to detect shadowy places. I first looked into using shadowmaps, but those can only do one light at a time and combining them would be rough. Baked lighting was the next step. It proved promising but caused many troubles. Apparently, you need to have some very specific elements to use its generated maps, which is not at all clear without brute forcing trial and error. This took a while, but I found a strong and fast way to utilize the baked shadow masks.  After that it was a matter of merging findings with the simulation and writing the paper segment on the entire shadow/light segment. Intertwined in this, I got rid of some issues related to spawning and dying of grasses and attempted to make things feel more real in terms of time scale.  Up next it was finally time to implement a seasonal response. I made the grasses follow the rules of not growing and sometimes dying during winter etc.  Most of the rest of the week was spent on improving and building further upon the paper as well as making a presentation and writing its script to have something good for the presentation test run. Aside from that, I thought about some ways of optimizing so you don’t need to render a million meshes at 1 fps after simulating for longer than about 1200 days. I had some findings of my own and happened upon a very interesting (and long) thesis which goes into great detail on optimization of grasses. I’m still getting through that one. |

# Notes meeting with supervisor

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| Substantiate implementation of case study |

Reflection: In your STARR model, use your reflection from week 3 as a starting point to reflect on the alternative you formulated (= iterative process).

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