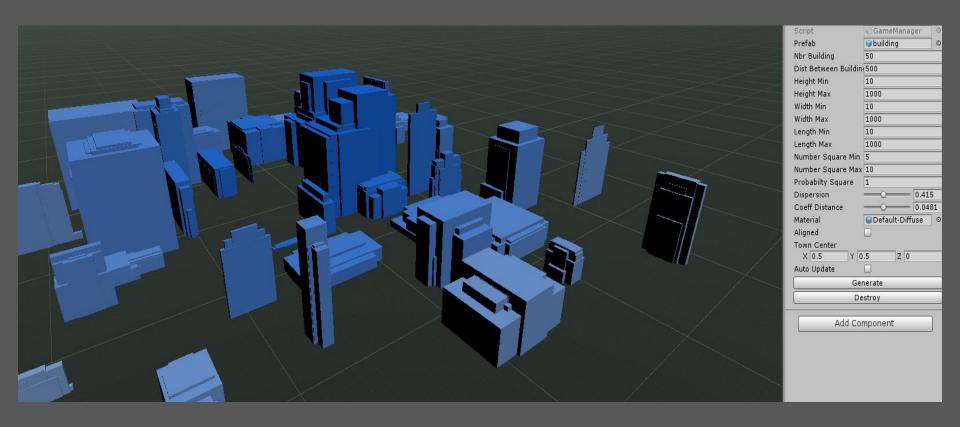


GÉNÉRATION PROCÉDURALE DE VILLE ET DE BÂTIMENTS

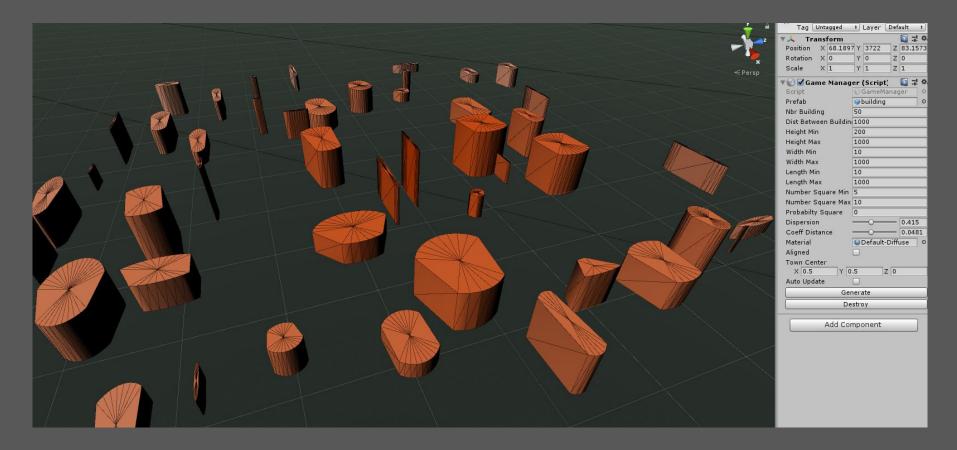
THOMAS DUVIGNAU ET GAËLLE MARAIS



LES BÂTIMENTS RECTANGULAIRES



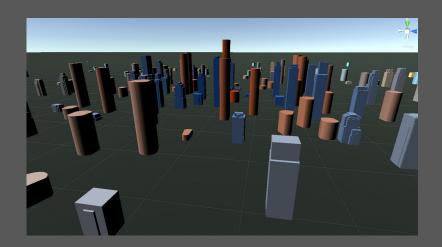
LES BÂTIMENTS ARRONDIS

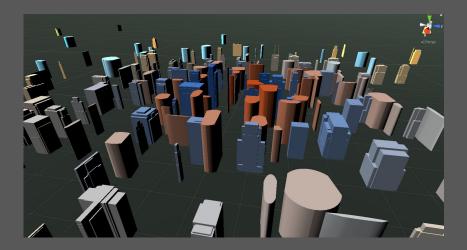


VARIATION DES PARAMÈTRES

Les paramètres permettent de faire varier le style des buildings et d'avoir plus ou moins de diversité

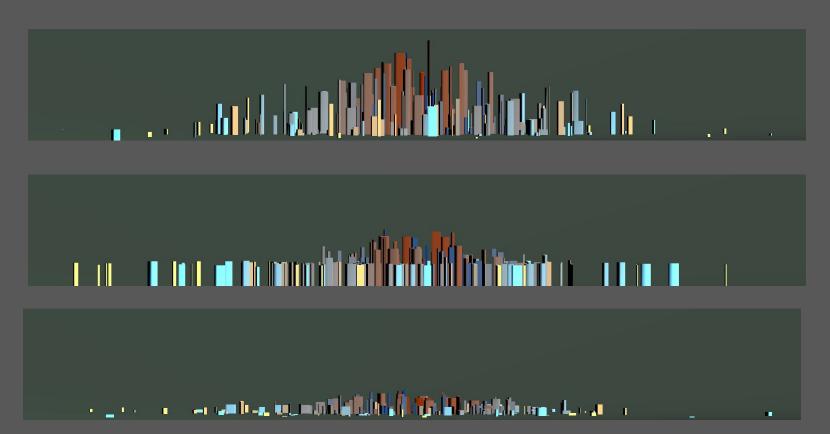
Height Min	10
Height Max	2000
Width Min	50
Width Max	400
Length Min	50
Length Max	400
Number Square Mi	n 1
Number Square Ma	ix 1
Probabilty Square	0.5



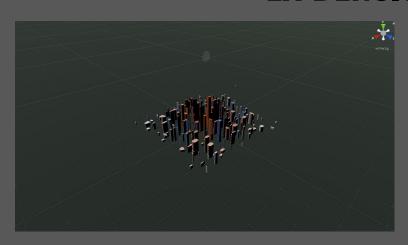


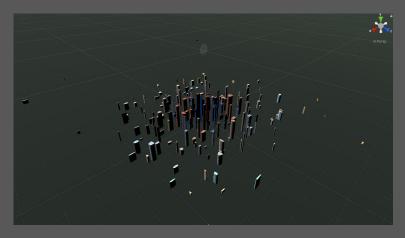
PARTIE 2: GÉNÉRATION DE LA VILLE

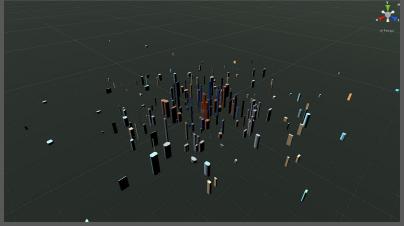
LA HAUTEUR DES BÂTIMENTS



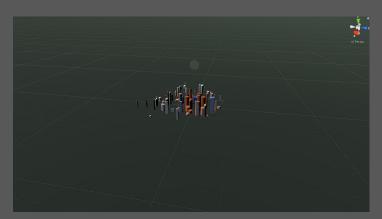
LA DENSITÉ DE LA VILLE

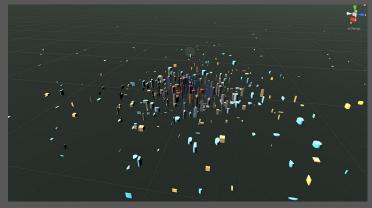


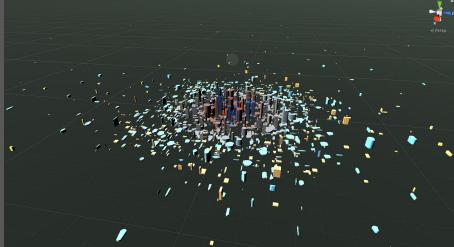




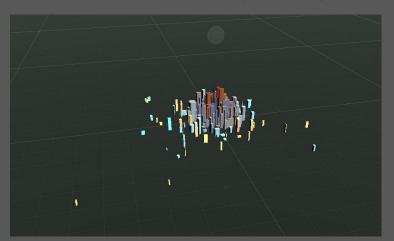
NOMBRE DE BÂTIMENTS

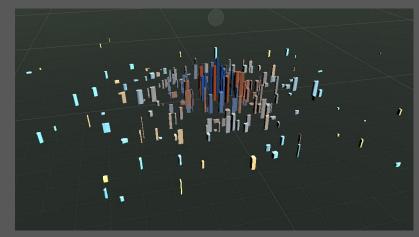


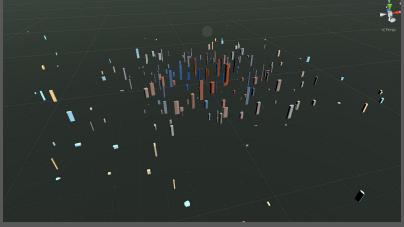




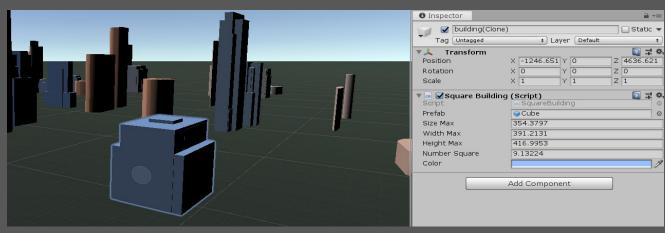
LA DISTANCE ENTRE LES BÂTIMENTS

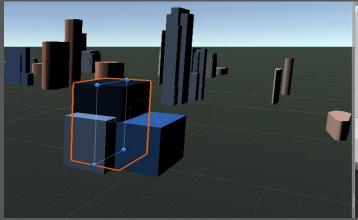




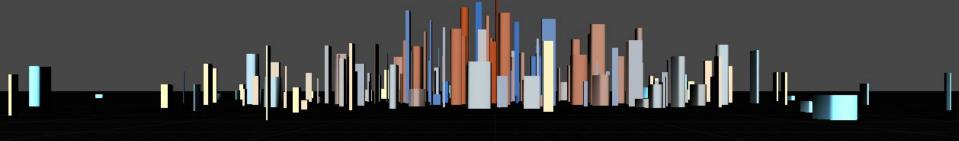


EDITION DE LA VILLE









MERCI POUR VOTRE ATTENTION

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