Procedural Content Generation Assessment Item 1 Report

Development started with creating procedural galaxies to fill the background of the diorama and to provide landscape elements. Building on the workshop 8 tasks, galaxies were created with randomness in their constant variables to provide variance between them, an emissive material was added to make them more vibrant. Random colour values were assigned to each individual star in the galaxy, with a rule that made stars closer to the galaxies centre more vibrant (See Figure 1).



*Figure 1: Procedural distant galaxies being spawned around the diorama.*

**Narrative**

The diorama’s narrative pertains to a new mission by humanity to colonise distant temperate planets in their solar system from their home planet called “Terra”. Two large fleets of colony ships and guards has assembled above Terra to embark on their journey to expand humanity into the stars.

Next was the creation of the solar system,