|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | «Simple» algorithm | Perlin noise | Hill algorithm | Diamond square |
| Realistic results | No | Yes | Yes | Yes |
| Few computing resources | Yes | Yes | No | Yes |
| Result variety | No | Yes | No | Yes |
| Triviality | Yes | No | No | Yes |

|  |  |  |  |
| --- | --- | --- | --- |
|  | Floating horizon algorithm | Roberts algorithm | Z-buffer algorithm |
| Suitable for 3D landscape | No | Yes | Yes |
| Linear dependence of computational complexity on the number of objects | – | No | Yes |
| Indifference to the complexity of the scene | No | No | Yes |