UG SEMINAR ABSTRACT

Academic Year: 2023-2024

DEPARTMENT: IT

Seminar On - **Procedural Content Generation (PCG).**

By Madhav Vijay Jadhav   Roll No. 33341

1. Name of the Topic: **Procedural Content Generation.**

2. Topic wise contents:

- Introduction to Procedural Content Generation (PCG)

  - Types of PCG.

  - Application of PCG

- Algorithms and Techniques for PCG

- Future Trends in PCG

3. References Used:

i.   Title - Procedural Game Level Design to Trigger Spatial Exploration.
     Authors - Pedro Acevedo, Minsoo Choi, Huimin Liu, Dominic Kao, Christos
     Mousas.
     Source – ACM Digital Library.
     link - https://dl.acm.org/doi/abs/10.1145/3555858.3563272

ii. Title - Open-Ended Evolution for Minecraft Building Generation.
     Authors - Matthew Barthet, Antonios Liapis, Georgios N. Yannakakis.
     Source - IEEE Xplore Digital Library.
     link - https://ieeexplore.ieee.org/document/9822984

iii.   Title - A Procedural Model for Diverse Tree Species.

Authors - Rama Karl Hoetzlein.

Source - ACM Digital Library.

link - https://dl.acm.org/doi/abs/10.1145/3555858.3564251

Date: _____   _____

Student

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REMARKS BY UG SEMINAR CO-ORDINATOR:

Date: _____   _____

UG Seminar Coordinator