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[Email address]

Abstract

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Procedural Desert

[Document subtitle]

Abstract

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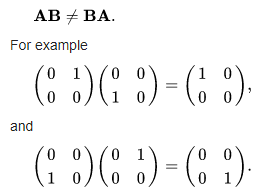
Theory

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Methodology

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* Model Instantiation
* Instance Specific Matrices
* Matrices are Non-Commutative



(from https://en.wikipedia.org/wiki/Matrix\_multiplication#General\_properties)

* Rule Parsing
* “+”
  + Rotate m\_transform
* “–“
  + Rotate m\_transform
* “F”
  + Translate m\_transform out one
  + Multiply m\_transfrom by the transform of its parent node.
  + Make m\_transform the parent of the next segment
  + Reset m\_transform to the Identity Matrix
* “[“
  + Push the current m\_parent (or m\_transform?) onto the stack
* “]”
  + Set the parent of the current instance to be the matrix at the top of the stack
  + Pop the stack
* Implementing a Matrix Stack

Results

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Critical Evaluation

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References

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* National Literacy Trust (2011) Policy. Available at: http://www.literacytrust.org.uk/policy (Accessed: 7 January 2011). Or, if no date: Sport England (no date) This girl can. Available at: https://www.sportengland.org/ourwork/women/this-girl-can/ (Accessed: 19 June 2017).

30/03/2018

<https://www.gamedev.net/forums/topic/649603-sharpdx-how-to-set-my-vertex-shader-to-take-an-instances-world-matrix-as-input/>

30/03/18

<https://gamedev.stackexchange.com/questions/64298/direct3d11-and-sharpdx-how-to-pass-a-model-instances-world-matrix-as-an-input>

02/04/2018

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