JAMES CLAYTON

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Abstract

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Procedural Desert

[Document subtitle]

Abstract

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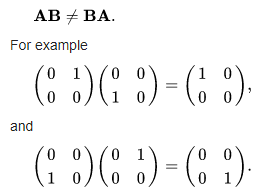
Theory

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Methodology

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* Model Instantiation
* Angle Definitions
* 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
* “<”
  + Rotate by a positive angle in the Z axis.
* “>”
  + Rotate by a negative angle in the Z axis.
* “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
* Applying variation based on Perlin Noise
* Procedural Texture using Perlin Noise

Results

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Critical Evaluation

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* Umpteen bespoke transformation matrices is probably bad, could have used D3DXMatrixRotationYawPitchRoll

References

* Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nullam at felis feugiat, efficitur nisl et, accumsan sapien. Mauris facilisis posuere lorem, quis sagittis tellus maximus vitae. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Donec.
* 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

PDF Available from - <http://www.sccg.sk/~smolenova/elearning/ks_fmfiuk06.pdf>

// Procedural Texturing