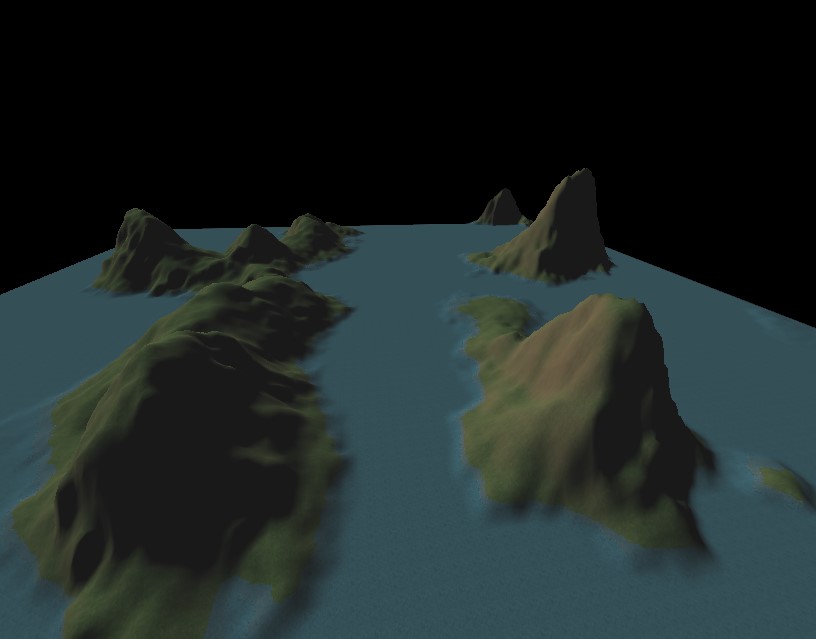
Rendering photorealistic mountain terrain

using PERLIN noise height map, intelligent multi-texturing & Directional Lighting

<http://karteekkumarm.wix.com/terrain>



Karteek Kumar Mekala | Masters Project | April 1, 2014

Abstract

Whether you are driving a tank through a war zone or watching a plane fly across Nevada, a common scene in many video games and animated movies is that of a beautiful mountain terrain. The goal of this project is to render a 3D scene of photorealistic mountain terrain that is vast and can be navigated using a fly through camera.

To render the scene - we first generate a map of heights. Using these heights we generate a list of triangles that can be rendered as a wire-mesh of the terrain. Multiple layers of grass, rock and water textures are applied to these triangles intelligently to mimic the look of real terrain. Lighting is applied, a skybox is rendered and a fly-through camera is provided to navigate through the scene.

# Introduction

This is it.

# Background

This is it – talk about different techniques that are currently used.

# Approach

## Scene Description

The final scene of this program will render a photorealistic mountain terrain scene in the middle of a water body. The distribution of rock and grass on the terrain along with the implementation of directional lighting will mimic what is expected in real mountain terrain. A skybox is rendered around the mountain terrain to contribute to the photorealism of the scene. A fly through camera is provided with user controls to navigate through the scene. The real-time performance statistics can be brought up by the use of debug controls given on the keyboard. Optionally, the scene can be rendered as a wire-mesh, lighting can be disabled and other parameters can be adjusted by the use of the debug keys.

## Techniques

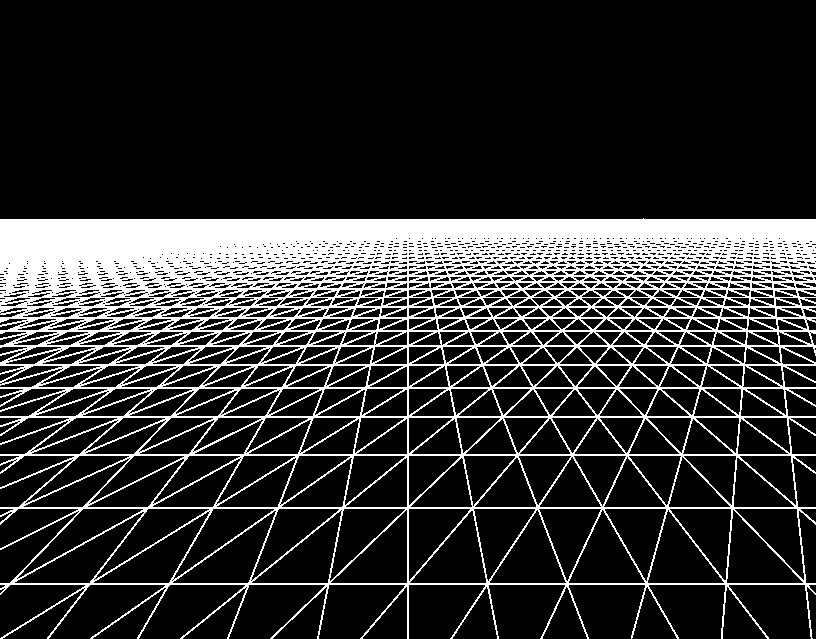
The following techniques are used in the various stages of the program. The first step is to generate a grid of heights for which we use the Perlin noise algorithm. We convert these heights into a list of triangles in the tessellation stage. We then calculate the normal at each vertex by applying simple vector geometry. The normal are used in the lighting and texturing calculation, which use techniques that work for achieving a photorealistic look for the scene. A fly-through camera is implemented using vector geometry and a simply skybox is rendered.

### Height Map

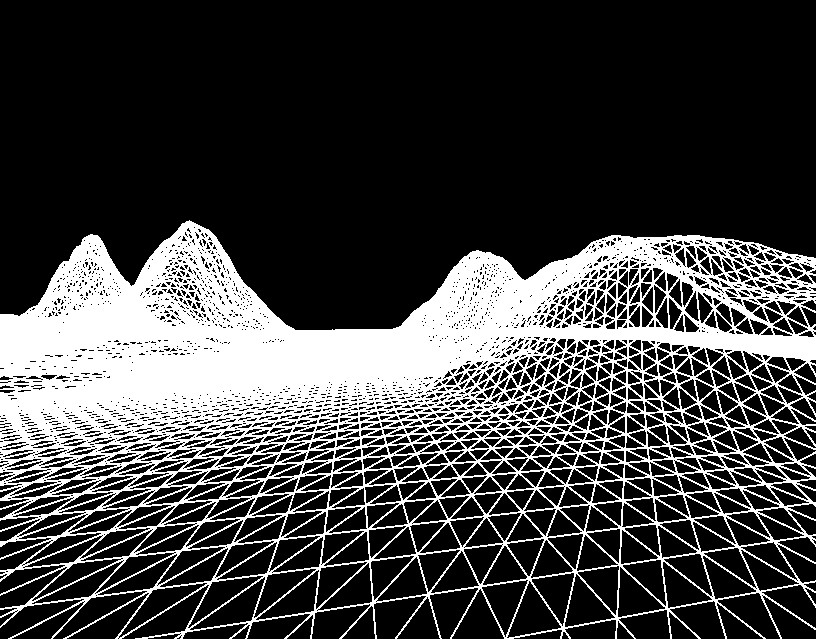
The height map resource file is generated by storing the output of the Perlin noise algorithm in the form of a grey scale bitmap. The resource file is put through a smoothing face to avoid sharp transitions in height values. The height map encoded into the grey scale image is saved away as a bitmap file for the terrain rendering program to read.

### Tessellation

The height map needs to be converted into a set of triangles that can be rendered. We start with a flat M \* N grid of rectangles in the XZ plane. Each point in the grid is a vertex that contributes to two triangles in the following method.



The values from the height map are then applied to the vertices of the rectangles in the grid. This results in the tessellated from of the mountain terrain.



### Calculating Normals

The normal of a vertex in a triangle ABC can be calculated by:

Given the grid of M \* N vertices, we first calculate the normal of each point P(m,n) by taking the average of the normal of the two triangles that it contributed to in the tessellation phase.

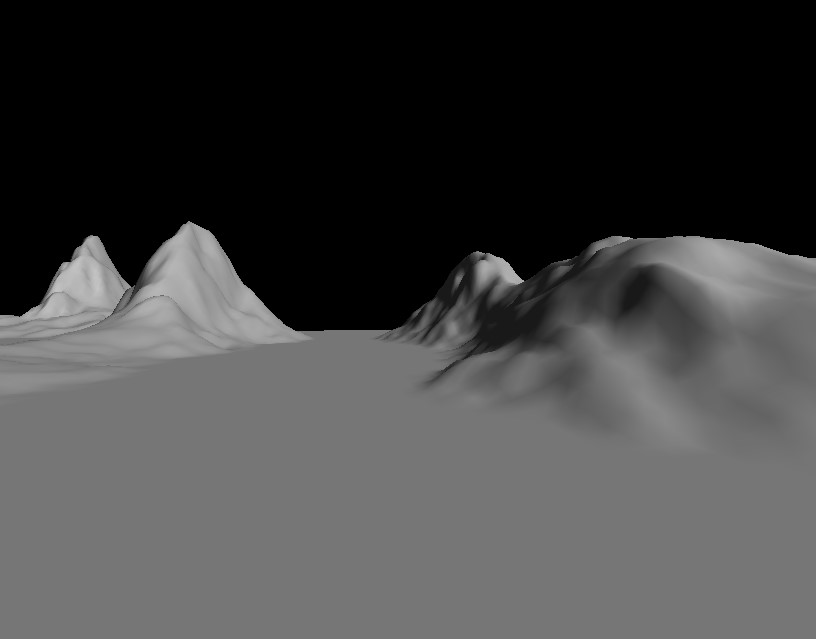
<Diagram and Vector equations explaining it>

The second pass is a smoothening phase. For every vertex the normal is calculated as the average of the normal from all its neighboring vertices along with itself.

<Diagram and Vector equations explaining it>

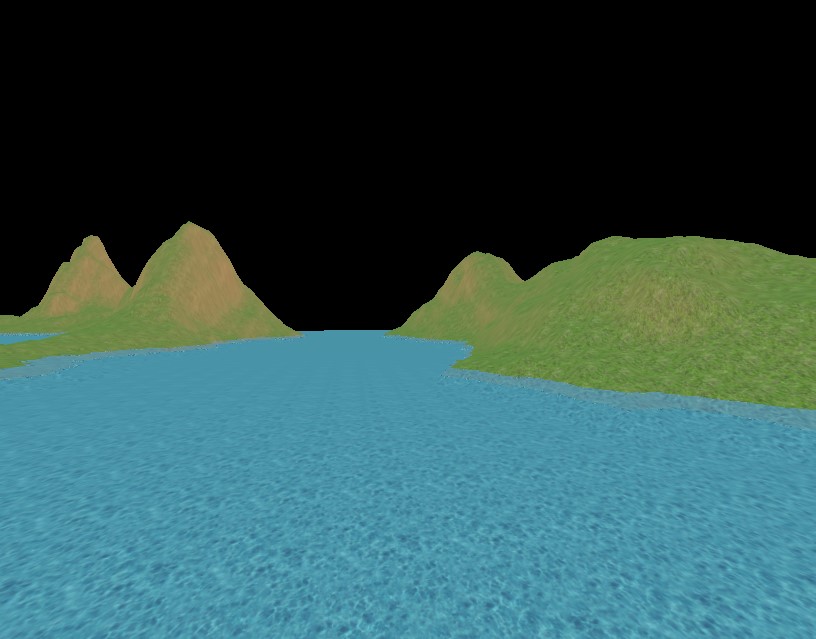
### Lighting

The normal calculated at each vertex is used to implement lighting at the pixel shader. The program sets the Directional light parameters i.e the ambient light, the diffuse light intensity and the diffuse light direction. The pixel shader takes the dot product of the calculated normal with the diffuse light direction to compute the intensity of light at the current pixel.

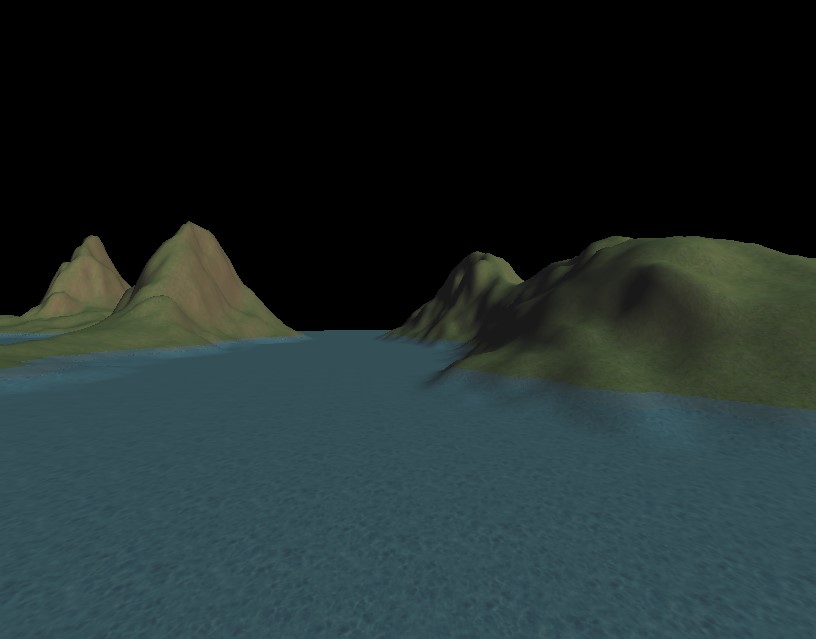


### Multi-Texturing

To perform the texture of the terrain, we try to mimic what we observe while looking at images of real mountain terrain, noticeably the observation that areas of the terrain that have a high slop have appear to be rocky and areas that are more flat appear to be relatively grassier. We use this observation in our technique of texturing and apply a higher fraction of terrain to areas of the terrain with higher slope and apply higher fraction of grass texture to areas of the terrain with lower slope. This slope factor can be easily calculated by taking the dot product of the up vector with the normal of the triangle being textured. We then maintain a sea level and render a flat water texture for areas of the terrain that are at a height below the sea level. We perform additional calculation and add random factor to make the transition between the rock/grass texture to water texture seem more natural.



The multi-texturing along with lighting gives us the photorealistic mountain terrain that we target.



### Skybox

The skybox is implemented by rendering a cube centered around the camera position. Tile-able sky textures are rendered onto the 6 interiors faces of the cube. As the camera moves, the cube moves along and continues to maintain the camera position as its centers. This gives the player a feel that the sky is at an infinite distance.

### Camera Controls

Simply camera controls are implemented to move the camera around in the 3d world. This is implemented by maintaining 3 values for the camera:

1. Eye position (e) – position of the camera
2. Look-at position (p) – the position in the 3d world that the camera is focused at
3. Up vector (u) – the vector that is up relative to the view direction

Using the values, additional values can be calculated:

1. View Direction (v) = (p-e)
2. Right Vector (r) = u X v

Using these values, the following operations can be performed:

1. Move forward/back: To move the camera forward/back we move the eye position and the look-at position along the View direction vector. We make sure the distance between the eye position and the look at position is preserved.
2. Yaw: To implement yaw, we simply rotate the look-at position around the axis defined by the eye position and the up vector. We make sure the distance between the eye position and the look at position is preserved.
3. Pitch: To implement pitch, we rotate the look-at position around the axis defined by the eye position and the right vector. Again, we make sure the distance between the eye position and the look at position is preserved.

## Performance Statistics

A separate window is rendered with performance statistics that are obtained in real-time from the scene rendering. This data is collected from profiling code embedded into the program. Performance statistics recorded include current FPS (frames per second), average FPS, total number of triangles drawn, memory usage and CPU time for the program overall and for different stages of the mountain terrain rendering, as discussed above.

# Implementation

## Technology

#### Development System Specifications

1. Operating System - Windows 8.1 Pro 64 bit
2. 16 GB RAM
3. CPU – Intel® Core™ i5-3570K @ 3.40GHz
4. GPU – NVIDIA GeForce GTX 770 2GB VRAM

Software Development Kits

1. Windows 8.1 SDK
2. Direct X 11 SDK
3. DirectXTK

#### Development Environment

1. Visual Studio 2013
2. Github
3. GitExtensions

## Program Structure

<Place holder for Program structure in final Project Documentation>

## Sequence Diagrams

<Place holder for Sequence diagrams in final Project Documentation>

## Use Case Diagrams

<Place holder for Use-case diagrams in final Project Documentation>

# Program User Guide

## Running the program

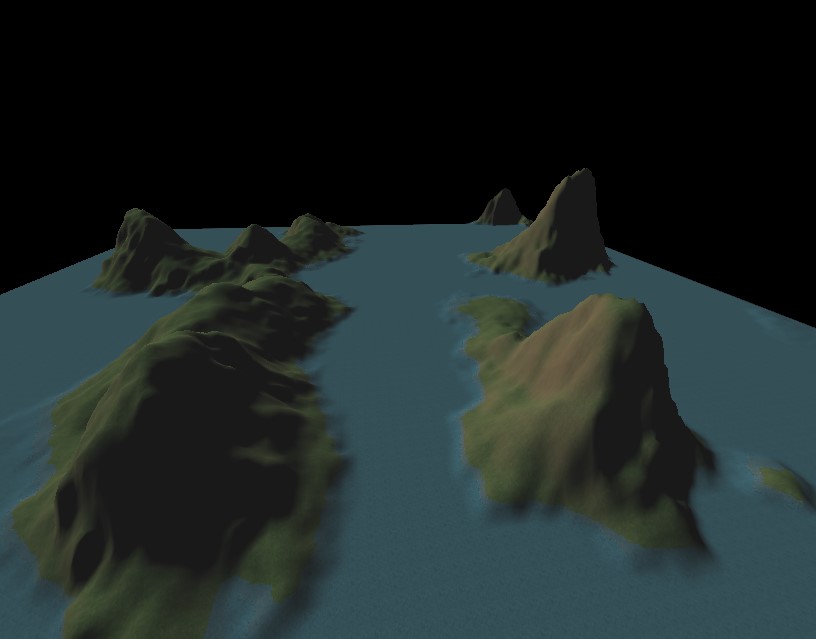
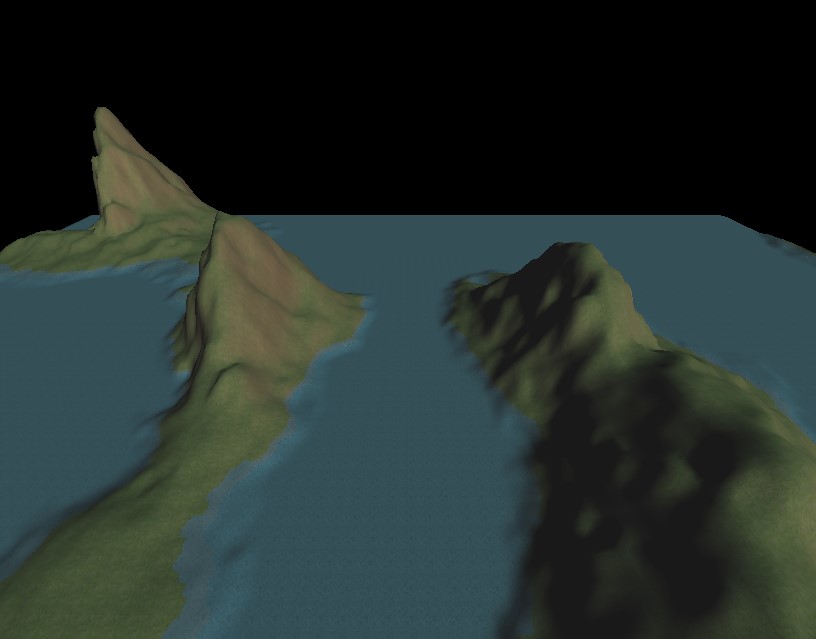
Given the source code, we compile and build the 2 solutions – “GenerateHeighmap.sln” and “MountainTerrain.sln” in Microsoft Visual Studio 2013.

First we run the height map generation program – “GenerateHeightmap.exe” to output a random height map in the form of the grey scale bitmap image. We then “MountainTerrain.exe” to see the rendered mountain terrain scene. The scene can be navigated and tweaked using the input controls described below in the “Input” section. Some screenshots are also attached in the “Screenshots” section.

## Input

* ‘w’ – Move camera forward
* ‘s’ – Move camera back
* ‘a’ – Yaw camera left
* ‘d’ – Yaw camera right
* ‘e’ – Pitch camera up
* ‘c’ – Pitch camera down

## Screenshots



# Conclusion

This project intends to demonstrate that the combination of techniques described can be used to render photo-realistic mountain terrain. The performance statistics to be collected under different parameters are expected to prove that the solution is efficient and scales easily as per the scene requirements.

# Deliverables

1. Working demo of the described Mountain Terrain scene
2. Multiple screen shots taking from the demo
3. A final report including the performance statistics observed using different scene-parameters
4. A presentation for the final project defense

# Schedule

|  |  |  |  |
| --- | --- | --- | --- |
| **Target Date** | **Actual Date** | **Event** | **Status** |
| 11/09/2012 | 11/09/2012 | Pre-Proposal | Accepted |
| 04/30/2013 | 04/30/2013 | Select frameworks & toolkit | Done |
| 05/01/2013 |  | Project Website | In-progress |
| 05/14/2013 |  | Project Proposal | In-progress |
| 06/21/2013 |  | Design 1 implementation |  |
| 07/08/2013 |  | Design 2 implementation |  |
| 07/22/2013 |  | Design 3 implementation |  |
| 07/29/2013 |  | Final Report |  |
| 08/01/2013 |  | Project Defense |  |

# Future Enhancements

1. Infinite World
2. Collision Detection
3. Shadows
4. Parameter selection menu

# References

This is it.

# Author Information

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