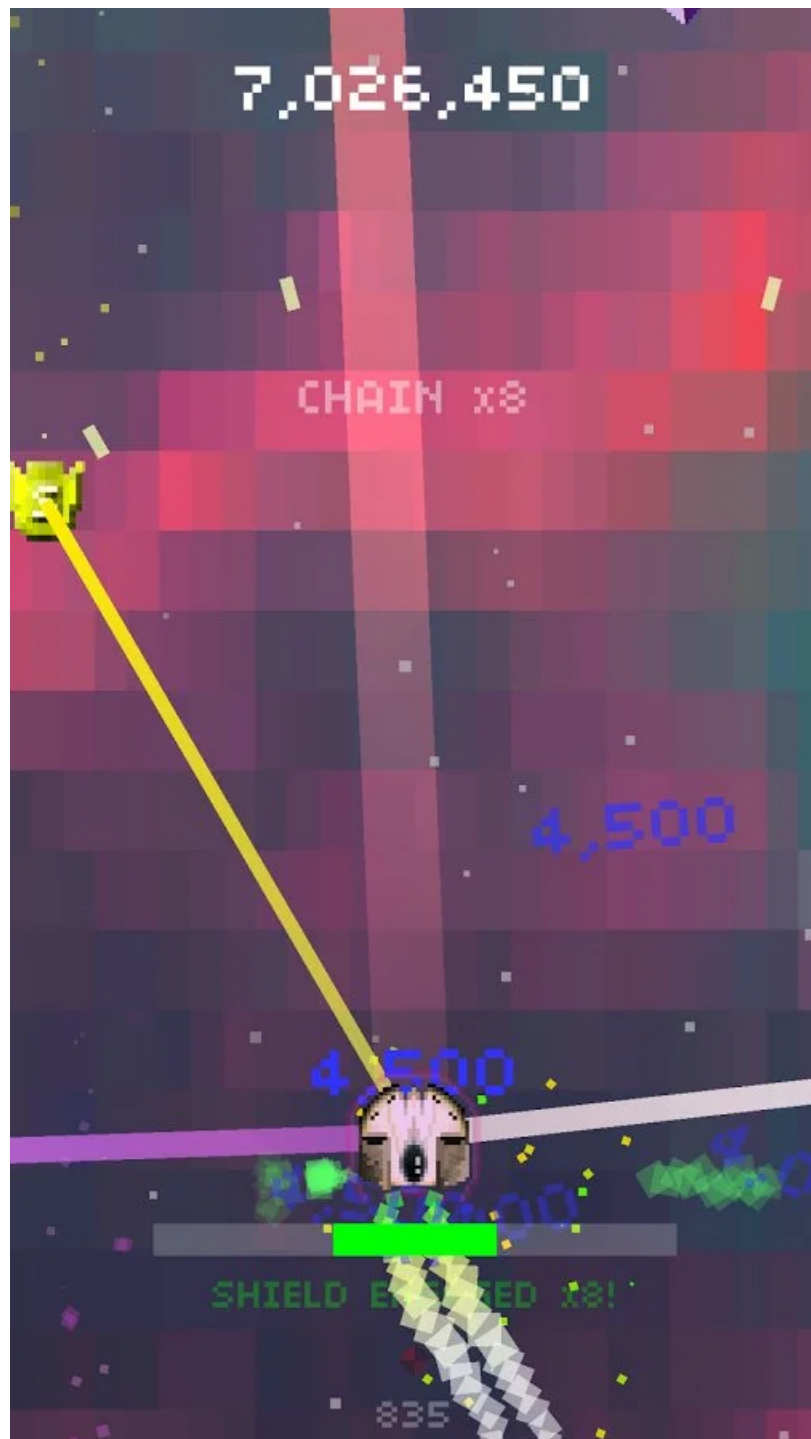**r/proceduralgeneration** • há 5 anos
Postado por MaxGhost

...

[Help] Procedurally generated backgrounds

If you check out this game - https://play.google.com/store/apps/details?id=com.SouthernStudios.SpaceStrafer&hl=en - I want to implement something similar to the backgrounds in

Thanks for any help you could offer!

⬆ 5 ⬇   💬 7   ↪

7 comentários ordenados por 🚀 **Melhores** ⌄

Adicionar comentário

Clayman8000 • há 5 anos   •••

To me it looks like the images in the link were generated by computing multiple layers of noise and then assigning colors based on the strength of each layer of noise.

⬆ 2 ⬇   💬 **Responder**

[deleted] • há 5 anos   •••

If you are using Java check out OpenSimplexNoise the inventory has a completely free Java implementation available, use 2D noise and add multiple layers with different colors and you will get something the same as that. If you are not writing in Java look up how to implement PerlinNoise as it is a lot simpler than SimplexNoise but has some very small generally unnoticeable disadvantages.

Do NOT use normal SimplexNoise unless this is a purely personal project because the inventor of SimplexNoise copyrighted it, this is why OpenSimplexNoise was invented.

NOTE: Midpoint Displacement or the Diamond-Square algorithm is also an easy solution but in this case, I think Perlin Noise would do the job better, but if you do use Midpoint Displacement you will want to smooth it out afterward or it will look grainy for this sort of thing.

⬆ 2 ⬇   💬 **Responder**

homeMade_solarPanel • há 5 anos   •••

I haven't done much in procedural generation, but my advice is to just get started. Do anything that implements some randomness to your background, and then it will be easier to add whatever you learn from reading about procedural generation later.

⬆ 1 ⬇   💬 **Responder**

    MaxGhost 🎤 • há 5 anos   •••

    Well, after screwing around a bit, I got this https://streamable.com/aaia8

    I'm only generating the pixels on load, starting with an initial random colour for the left and top sides, then I lookup the hue of the pixel above and pixel to the left (and if none then it grabs the initial colour) and average it, and add some small random factor. I need to figure out the logistics to generate every frame, and I want to make it look smoother. I think it's an ok start... as always, tips welcome :)

    ⬆ 2 ⬇   💬 **Responder**

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