

# Advanced Computer Graphics

## Geometric Modeling- Project Presentation

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# Technical Overview

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- Procedural Plants (Okulmus)
- Terrain Generation based on Stream Erosion (Spiss, Mildenerberger)

# Procedural Plants

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- Based on L-Systems, from Aristid Lindenmayer (in 1968)
- Idea: Plantlife growth is based on simple reoccurring rules
- A formal grammar that defines “production rules”

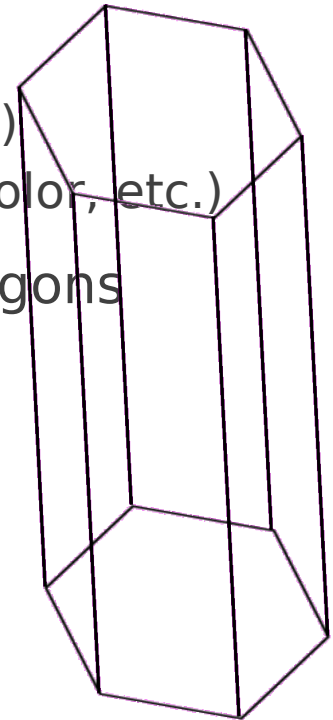
w: a  
r1: a -> ab  
r2: b -> a

w: A  
r1: A -> C+[A+G]--//[--E]C[++E]-[AG]++AG  
r2: C -> FD[//&&E][//^^E]  
r3: C -> C  
r4: D -> DFD  
r5: D -> D  
r6: D -> D[//&&E][//^^E]FD  
r7: E -> ['{+f-ff-f+|+f-ff-f}]  
r8: G -> [&&&H'/B////B////B////B////B]  
r9: H -> FF  
r10: B -> ['^F][{&&&&-f+f|-f+f}]

# 3D Turtle Graphics

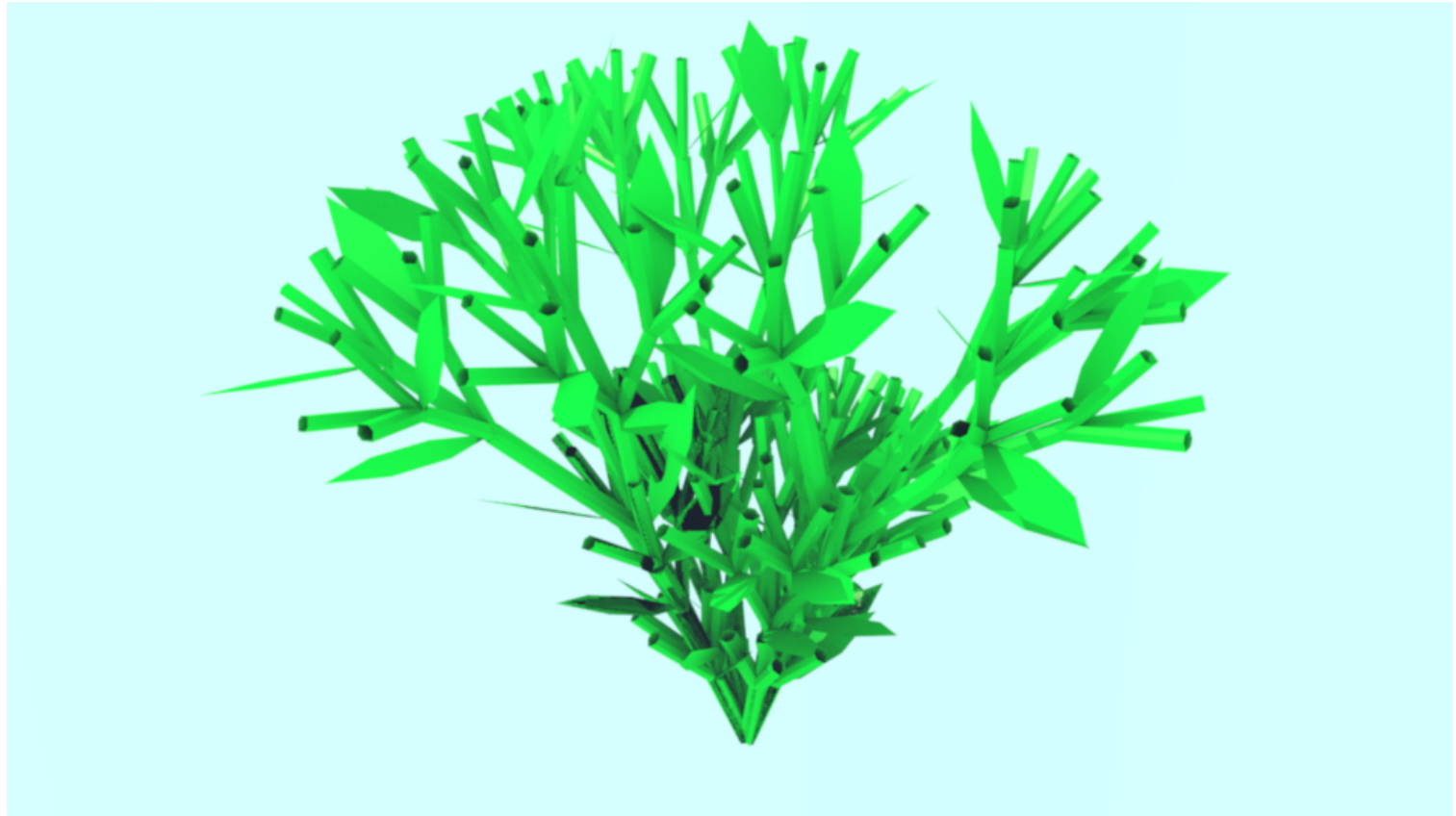
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- Renders a given L-System string to a 3D mesh
- Needs a simple interpretation of symbols to
  - Move forward
  - Orientate in space (yaw,pitch,roll)
  - Start a branch (push/pop state to/from stack)
  - Change other state properties (line radius, color, etc.)
- 3D lines are generated by combining to hexagons



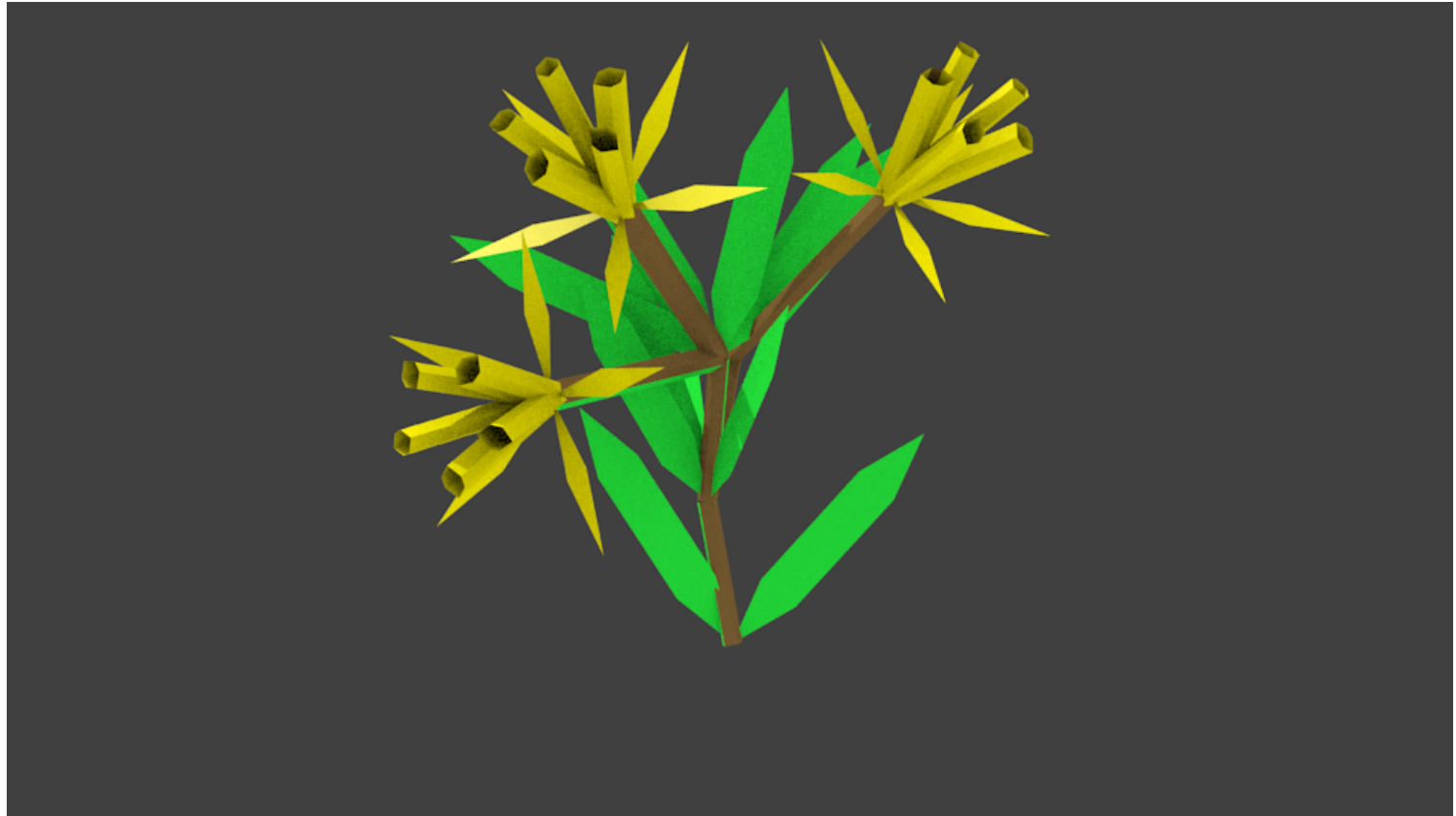
# Results Procedural plants

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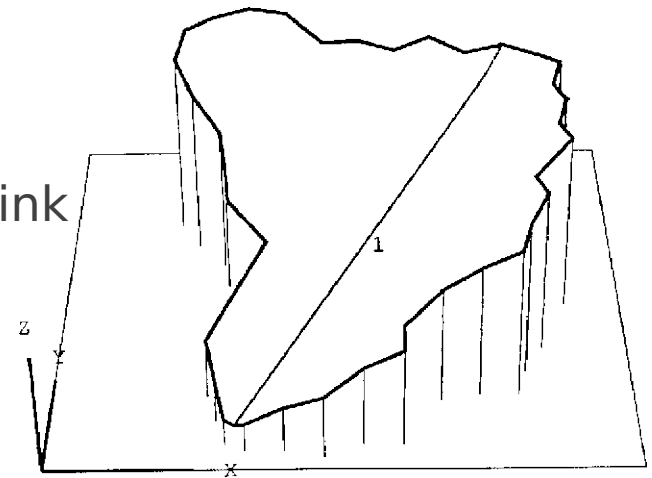
# Results Procedural plants

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# Terrain Generation based on Stream Erosion

- Based on a Geometric Model of Erosion by a Stream Network.
- Initially an outline(which is in 2D) represents the “drainage basin”, and a link(edge) represents the main Stream
- The areas connected to the the link are called “drainage areas”
- A drainage area contributes water to a link
- The algorithm presented by Kelley[1] recursively splits the links until the drainage areas aren't “strong” enough to support a new stream
- This is determined with a constant  $C = A/L$  where  $A$  is the drainage area and  $L$  the length of the stream/link



Initial Drainage System [1]

# Adding a link/stream

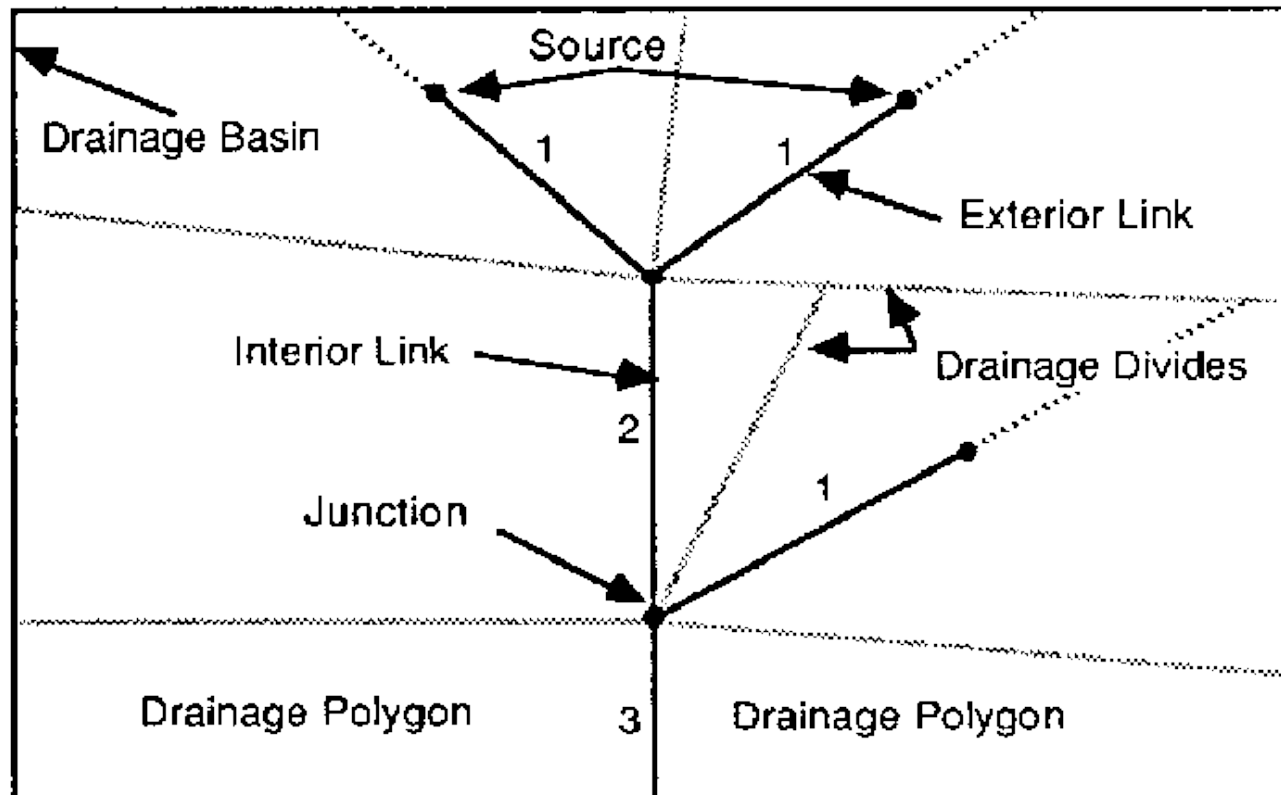
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- The algorithm recursively adds a link until  $A/L < C$
- With adding a link, additional drainage areas have to be inserted, this is achieved by splitting the drainage area between the new link and the neighbors
- The resulting edges are called “drainage divides”
- The Stream is in Shreve Order, thus every link has an ordinal number, which is defined recursively:  $S_n = S_{n+1} + S_m$  where  $n$  is the current stream and  $n+1$  and  $m$  are the upper streams. The so called exterior links (source links) have the ordinal number 1



# Schematic Overview

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Explanation of specific terms[1]

# Determining the link length

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- The junction where the split occurs is determined using the following formula:
- $\text{Junction} = \text{MeanJunction} + \text{rand()} * \text{DeltaJunction}$
- MeanJunction is the mean length until a link splits
- $\text{Rand()} * \text{DeltaJunction}$  is a perturbing factor, to add some randomness into the length
- Exterior link lengths are determined the same way, using specific values(MeanLength and DeltaLength)

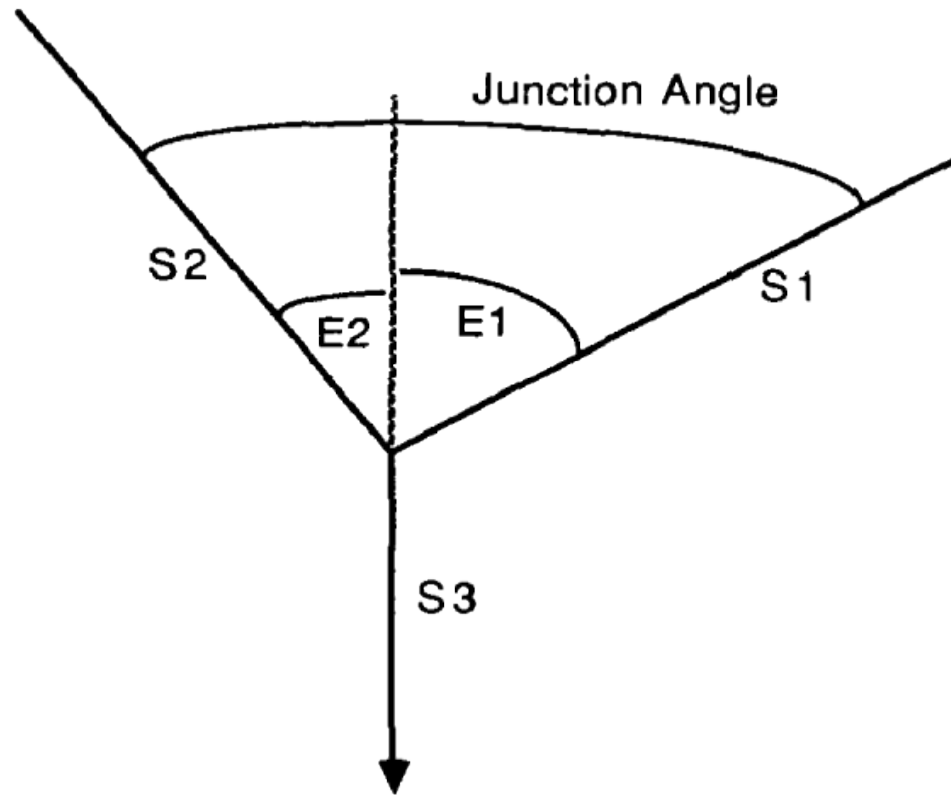
# Determining the junction angles

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- The slope tangents of the links are determined with the shreve order  $u$ , a factor  $q$  which is between -0.37 and -0.837 and the meanLength(  $p$  ) of the exterior links, with the following formula:
  - $Slope = p(2u - 1)^q$
- The Junction angle is then determined with:
  - $angle = E_1 + E_2$  where:
  - $\cos(E_1) = S_3 / S_2$  and  $\cos(E_2) = S_3 / S_1$

# Junction Angles Overview

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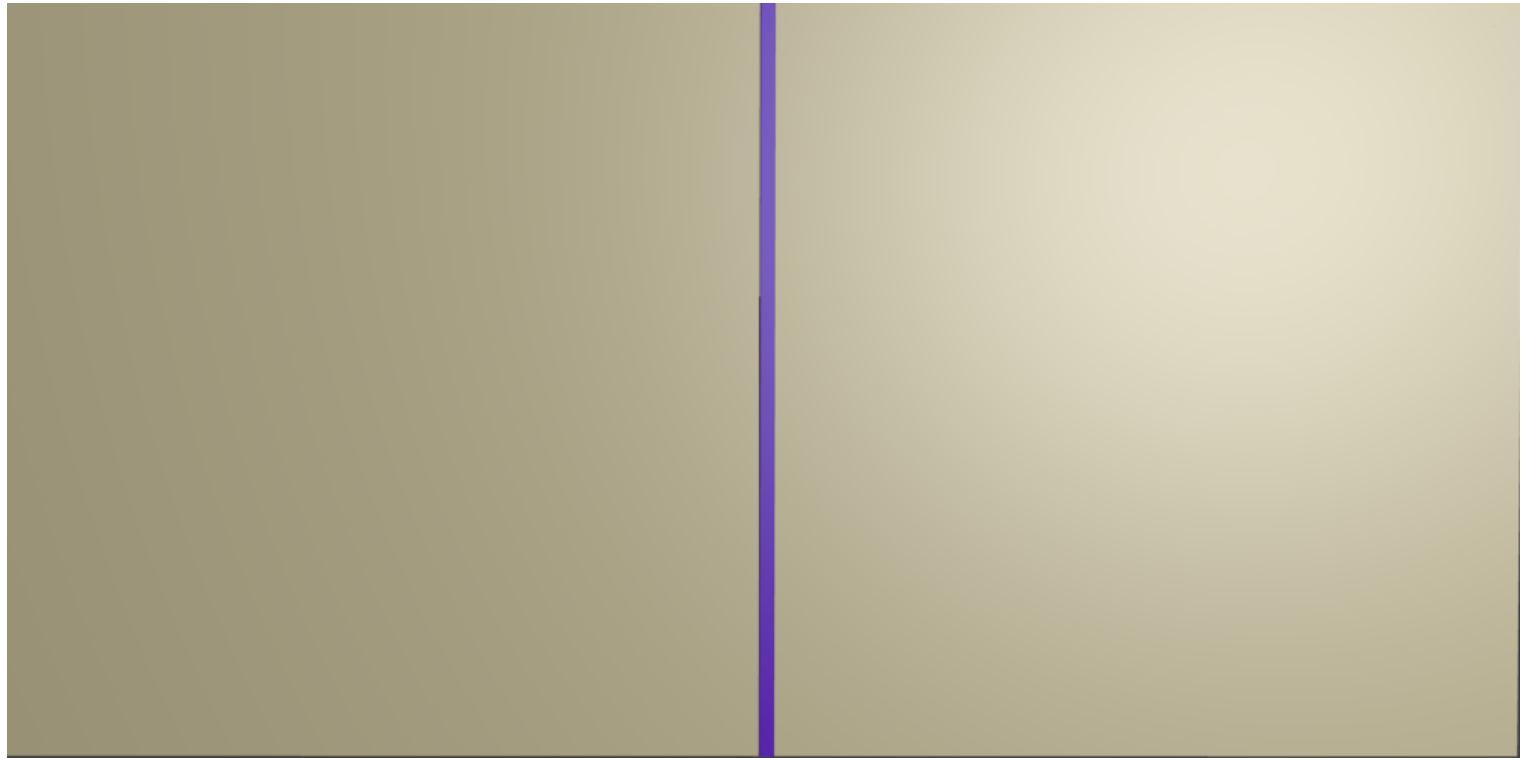
# Drainage Divides

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- The drainage divides are calculated based on the slope tangents of the links
- In our Implementation the drainage valley slopes are calculated with a random factor between 0 and 90 degrees
- The drainage divides separate the drainage areas for every link
- For further information: [2]

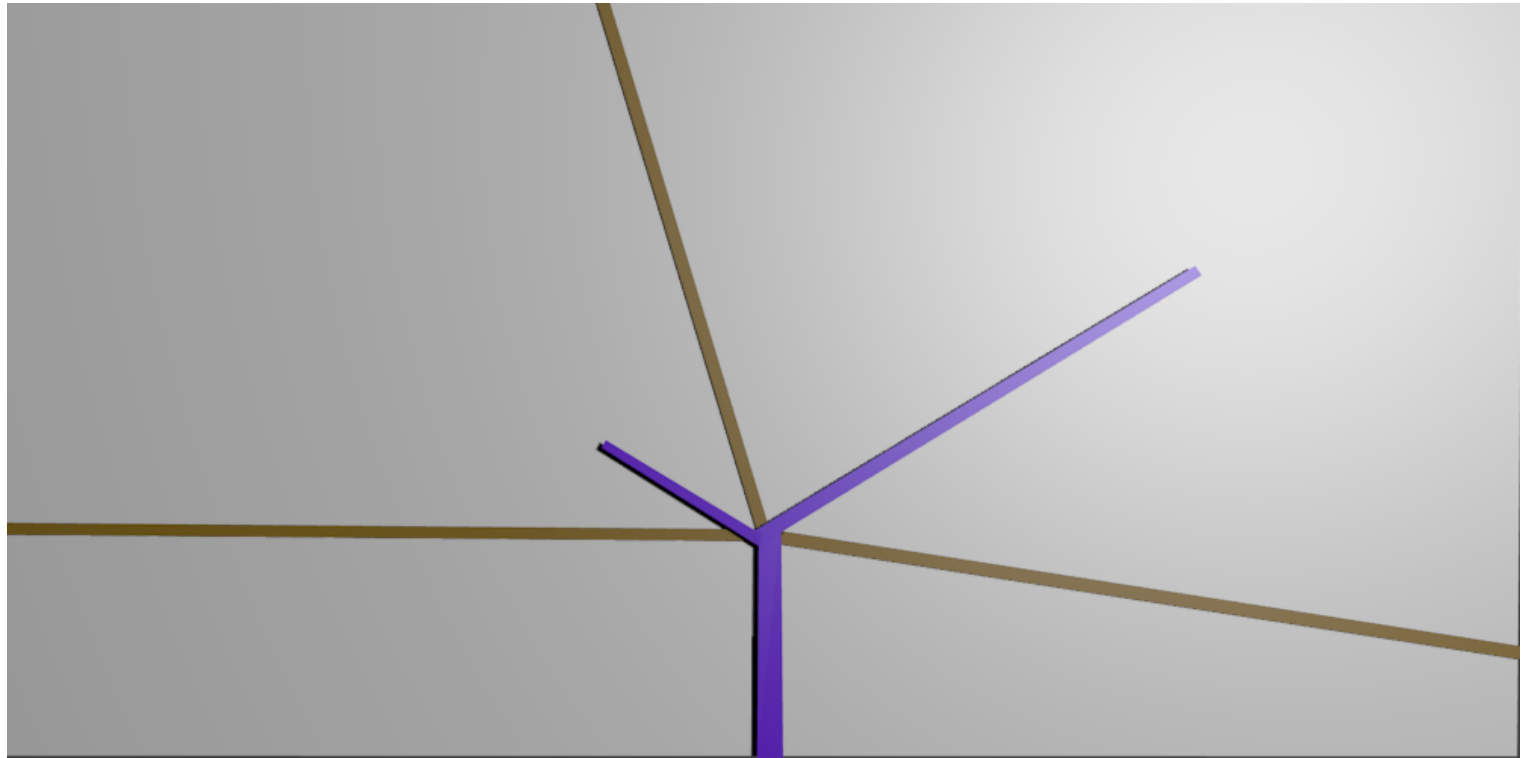
# Example of the addition of links

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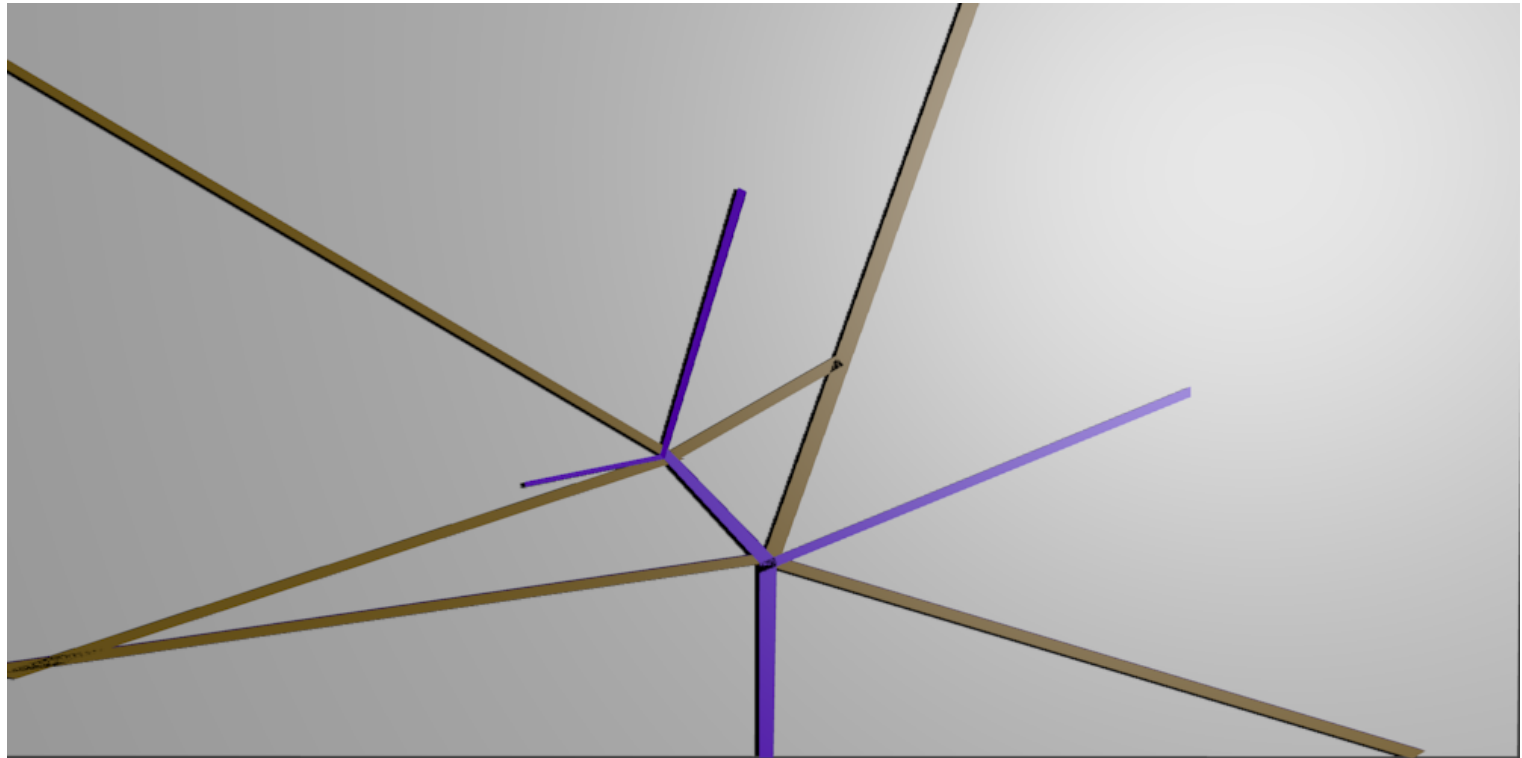
# Example of the addition of links

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# Example of the addition of links

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# Calculation of the height

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- The height is calculated using a recursive algorithm, starting from the outlet(root) at the base elevation:
- $h_{upstream} = h_{downstream} + S * L$
- Where h is the height, S the slope tangent and L the length of th link
- The height of the valley sidewalls are calculated using a similar model by using the slope tangents of the valleys
- Further information for the valley sidewalls in [2]

# References

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- [1] Alex D Kelley, Michael C Malin, and Gregory M Nielson. *“Terrain simulation using a model of stream erosion”*, volume 22. ACM, 1988.
- [2] Athol D Abrahams. *“Divide angles and their relation to interior link lengths in natural channel networks”*, volume 12. Wiley Online Library, 1980.