Generated Voxel World with Procedural Soundtrack

J Bretherton 1800231

# Overview

This application consists of an endlessly[[1]](#footnote-1) generated voxel world and a procedurally generated soundtrack.

# Outline

### How to use the application

|  |  |
| --- | --- |
| Action | Control |
| Move forward / backwards | W / S |
| Move left / right | A / D |
| Move up / down | E / Q |
| Change render distance | ImGui slider |
| Enable wireframe | ImGui tickbox |

### Notes on use

The application uses the standard wsadeq movement provided by the framework.  
Wireframe mode is also provided by the framework.  
An additional slider was added to control the “render distance”; the number of chunks away from the player in a square with side length of double this render distance (as the distance is the number of chunks past where the player is standing in each cardinal direction). This does not affect the camera’s “render distance” (far clipping plane) which remains unchanged at 1000 units no matter how the player sets this slider.

Note, it is not advised to set the render distance too high as it can significantly affect performance. The (admittedly not overly powerful) machine it was developed on can handle a render distance of three (36 chunks loaded) comfortably but begins to struggle when loading in chunks at higher render distances. The application is not designed to run at these higher settings, they are included only for demonstration.

The application may also take some time to load initially.

### General features

The application uses the directX-11 framework provided (Robertson, n.d.) and the instance cube shader that is a part of this. This shader combines a list of cube positions (“render queue”) into a single render call allowing for very efficient rendering of a large amount of geometry.

The soundtrack makes use of the SFML library (Gomila, a) to output the samples generated to speakers.

#### Terrain

The world is split up into 16x64x16 voxel “chunks”. These chunks can be loaded and unloaded to the render queue very efficiently, allowing for a player to walk about the world as it loads in and out around them in real time.

Chunks are cached in memory after generation, allowing for recently traversed areas to load in faster and more efficiently.

The chunks use fractional Brownian Perlin noise to generate a coherent yet varied terrain with large hills, and deep valleys.

The voxel’s texture is generated by blending between three textures based on the height of the voxel. Hills are covered in grass, which smoothly turns to silty sand, which turns to rock as the terrain gets to its deepest.

#### Soundtrack

The soundtrack generates note samples from a sine wave and passes these samples through a buffer to an object deriving from SFML’s sf::SoundStream (Gomila, b), which plays them.

Notes of a given pitch are created through modifying a standard 440hz A440 pitch (ISO, 1975) through 12-TET tuning to generate each note in an A Major scale.

The generated notes are combined into triads or seventh chords, in root, first, or second inversion, and randomly move through the octaves, to provide variation without changing the chord’s harmonic function.

The system uses a Markov chain with each chord being a state and moves between states through rules based on a functional harmonic progression (Hutchinson, 2020).

The system generates a melody through a system of rules. Randomly, either stepwise or “leaping” motion is chosen, to lead from the previous note. Stepwise will move the note one to two notes up or down in the scale, leaping motion will move to a random note within the scale, favouring notes from the more stable and more consonant pentatonic scale (which is a subset of the major scale) associated with the key (A Major pentatonic).

# Techniques Used

An in depth explanation of the procedural techniques used, and why they were chosen.

##### Terrain

## Perlin Noise

### Motivation

The terrain needs to vary in height, as natural terrain does. For this, some kind of random procedure is needed to produce a heightmap, which can then be sampled or calculated per texel on the fly, to give the height of each voxel coordinate. This function needs to have two main properties:

1. The function must be pseudorandom. It must be unpredictable over any range of inputs but must always map the same input to the same output. This way we can simply pass the position of our voxel in as an argument, and the terrain will remain at the same height even if the chunk is unloaded and re-generated.
2. The function must be continuous. Any step in any direction must not result in a large jump in the output value. This way there will be no gaps in our terrain surface, even along the borders of chunks.

For this, the best candidate is a noise function (Bevins, 2003).

### Noise

A noise function is a pseudorandom function that is coherent. Such that, for a given input, a small delta will result in a small but unpredictable change in output value, and a large delta will result in a random output value. Perlin noise is a famous example of this (Perlin, 1999) using a gradient noise.

### Ken Perlin’s Algorithm

The application uses an adaptation of Perlin’s (1997) original code. Perlin noise generates a noise value based on an input coordinate, depending on the dimensions of the noise function. In this case, 2D noise.

Perlin noise (in 2D) creates a grid and, at each vertex of this grid, assigns a unit vector with a pseudorandom direction. This is achieved in the application through the following function:



Where a random number is generated using the X and Y position of the vertex of a square in the grid, and a vector is constructed using this value to lie on a point on a unit circle.

When the noise function is called with its positional parameters, the square of the grid that this point would fall in is calculated, and at this stage the four vectors at the vertexes of the square are calculated.

The grid square a point resides in is calculated by simply flooring the x and y coordinates, thereby giving the coordinate of the bottom left vertex of the square, which can be used to identify which square the point is in.

  
This newly-calculated bottom left position is then subtracted from the position of the passed-in point to get the position of the point within its square.

A vector from each vertex to the passed-in point is created, and the dot product of this vector and the random vector at each vertex is calculated. This gives each vertex a random value between -1 and 1, as can be seen in Figure 1.

Dot = 0.86

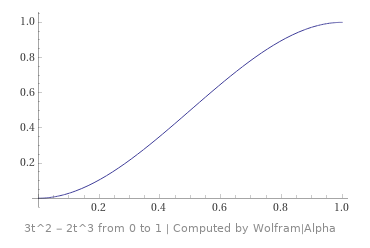
Dot = -0.06

Dot = 0.14

Dot = -0.90

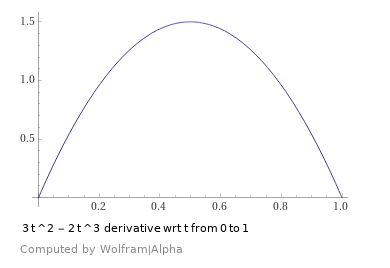
Figure

These four values are then interpolated together by an interpolation function based on the non-linear function: 0 = 3t2 – 2t3



Figure

It is notable that this function has a zero derivative at 0 and 1.



Figure

Meaning the rate of change near a grid vertex approaches 0, making input values close to a grid vertex have values very close to 0.

In code this function is expressed:



This results in a noise function which smoothly transitions between 0 and 1 across a 2D input space, allowing it to be sampled directly as a height-map without any discontinuities, giving a pseudorandom value for each input.

### Fractional Brownian Motion

The Perlin noise at this stage is still too simple to create any kind of interesting terrains, however, several passes of Perlin noise combined can give far more interesting structures.

Using a Perlin noise function, two variables can be used to manipulate the resulting texture generated: frequency and amplitude. The frequency is a constant that the input to the noise function is multiplied by, to increase or decrease the distance one unit step is. Conceptually this is similar to zooming in or out of the output texture. Amplitude is the constant that the output of the noise function is multiplied by, to map the output range from -amplitude to +amplitude.

By combining multiple passes of the noise function, starting with a high amplitude and low frequency, and decreasing the amplitude as the frequency is increased, it is possible to re-create the fractal behaviour existing in nature where large hills have smaller undulations on them and these have yet smaller bumps on them.

This application uses constant values of 18 for the amplitude, and for the frequency, decreasing the amplitude and increasing the frequency by a factor of four for a total of six iterations.

### Use in this Application

## Chunk Multithreading

## Chunk Caching

## Texture Blending

## Markov Chains

## notes init, idk

## Generating sound eh

## Audio multithreading

## Music theory

# Architecture

# Critical Appraisal

Umm all those threads

Mimecft runs like ass anywas

# Reflection

# References

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* 12 tone even temperament
* Functional harmony
* Why major not minor (3 types of minor)

1. The world is split up into chunks whose coordinates are hashed as integers, so after a player walks a number of chunks past INT\_MAX, this would begin to repeat, so the limit is realistically 2.1 × 109 chunks, effectively endless to a casual player. [↑](#footnote-ref-1)