

# 北京邮电大学 本科毕业设计（论文）教师指导记录表

## Project Supervision Log

|   |  |                    |                                 |             |            |
|---|--|--------------------|---------------------------------|-------------|------------|
| 学院<br>School  | International<br>School  | 专业<br>Programme    | e-Commerce Engineering with Law |             |            |
| 姓<br>Family name  | WANG   | 名<br>First Name    | ZHIYUAN                         |             |            |
| BUPT 学号<br>BUPT number  | 2018212993   | QM 学号<br>QM number | 190017767                       | 班级<br>Class | 2018212993 |
| 论文题目<br>Project Title   | Large-scale scene simulation of games in cold-temperate deciduous coniferous forest area based on UE |                    |                                 |             |            |
| <p>Please record supervision log using the format below:</p> <p>Date: dd-mm-yyyy</p> <p>Supervision type: face-to-face meeting/online meeting/email/other (please specify)</p> <p>Summary:</p>  |  |                    |                                 |             |            |
| <p>Date: 29-10-2021</p> <p>Supervision type: online meeting</p> <p>Summary: Processor made a main introduction to the project to make everyone understand the project objectives.</p> <p>Date: 7-11-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Completed a ue5 terrain demo.</p> <p>Date: 14-11-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Import ue5 from world machine. Texture vegetation and material library.</p> <p>Date: 21-11-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Practice using Houdini to generate terrain.</p> <p>Date: 28-11-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Solve the problem of unreal 5 occupying too much graphics card.</p> <p>Date: 5-12-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Complete the mixing of 5 layers of terrain materials: gravel, soil, grass, rock and snow mountain.</p> <p>Date: 12-12-2021</p> <p>Supervision type: email</p> <p>Summary: Processor gave me a research goal: Finding relevant plant models adds several vegetation and enriches the community level</p> <p>Date: 19-12-2021</p> |  |                    |                                 |             |            |

Supervision type: email

Summary: Processor gave me a research goal: Add visual effects, special effects, etc. According to the paper, the plant groups were modified.

Date: 26-12-2021

Supervision type: email

Summary: Processor gave me a research goal: Find the plants (trees and shrubs) in the cold zone (Changbai Mountain and Greater Khingan), modify the plant group, and colour the map of the whole environmental material (leaves, grass, shrubs, etc.)

Date: 20-2-2022

Supervision type: online meeting

Summary: My mentor first affirmed my progress, which is in line with the mid-term goal, and is working hard to present the final completion effect. Secondly, the instructor gave suggestions for my project based on my research goal: the geographical location of the Greater Khingan

Mountains: add two highlights to the project:

1. Snow effect - interactive snow
2. Season effect - change the colour of leaves with the seasons. I took my mentor's advice and am working on two project highlights.