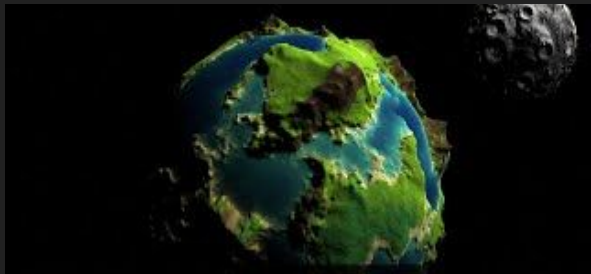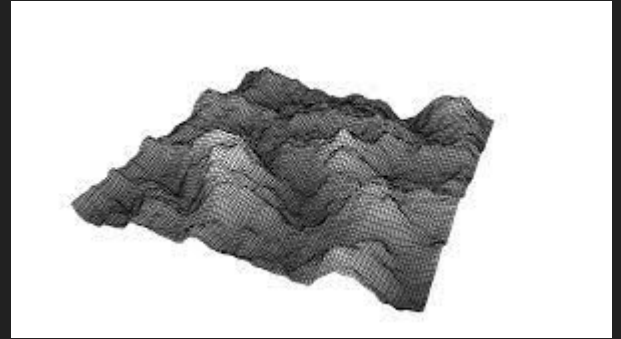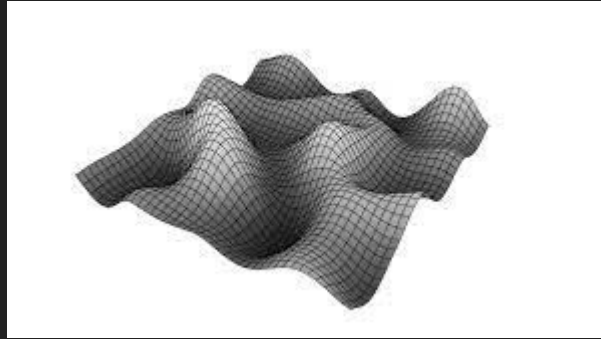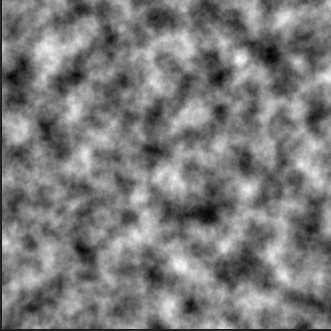# Procedural Generation
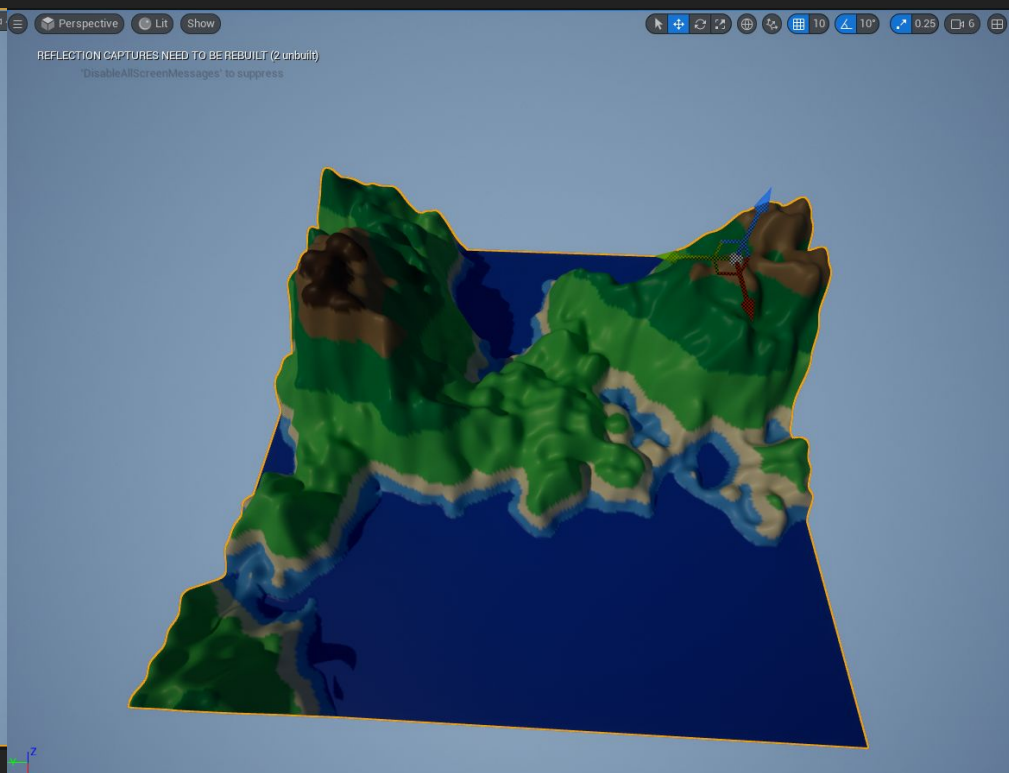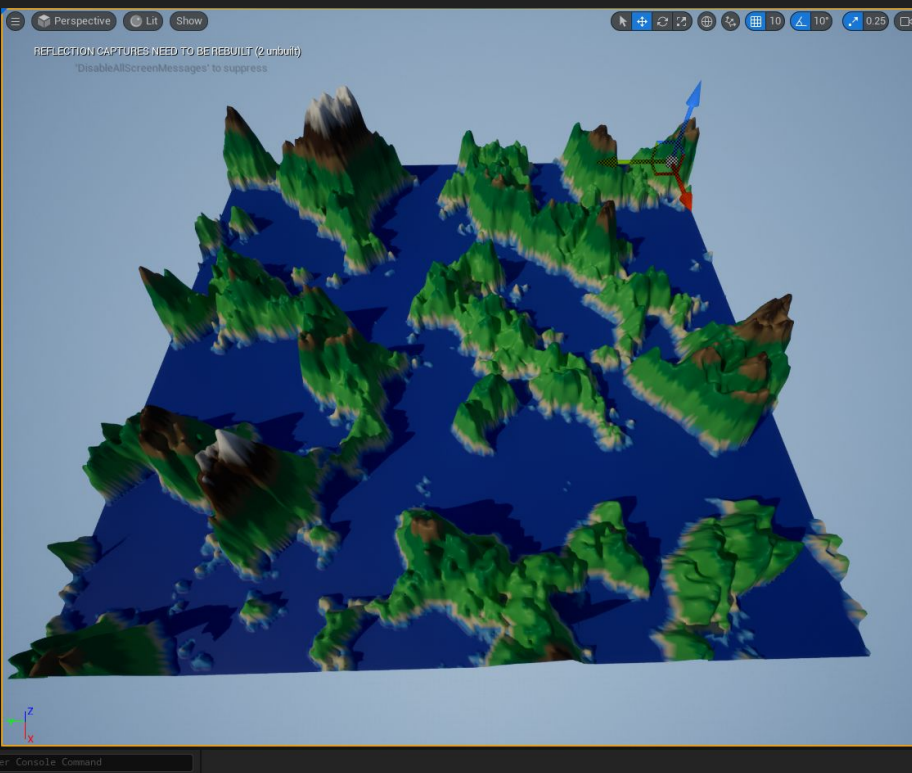# Of Planets and Moons

By Sean Kozina
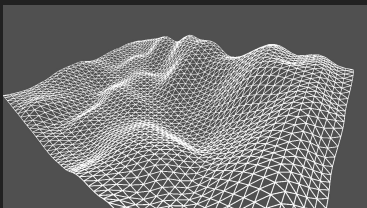
Perlin Noise

Perlin Noise: a procedural texture primitive, a type of gradient noise used by visual effects artists to increase the appearance of realism in computer graphics

Example Screenshots

Biggest Struggle

Getting the colors to pass through each vertex correctly was a pain

- Learning UE5 documentation on FColor/FLinearColor
- Making sure the values weren't being manipulated by any other variable to keep them in a range of 0-1
- The biggest bug I ran into was multiplying the 0-1 values by the ZHeight Multiplier in two separate functions