Sahil Dhanju

Controlled Perlin Noise for Generating User Defined 3D Terrains
Project Update

I haven't worked much on this project due to other work. I have explored on how to implement Perlin Noise and how I will use it to create terrain and will start implementing soon.

Due to other time constraints, I haven't had enough time to work on this assignment other than broad research of topics I will need to implement.

I plan to complete each one of my goals in sequential order with the time remaining. Since I am behind schedule I will be allocated way more time to this project than I have done before. Fortunately I haven't encountered any unexpected difficulties just yet,.