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ABODE

posted Jun 20, 2018, 9:40 PM by Adrian Brightmoore [updated Jul 2, 2018, 7:26 AM]

For the @GenDesignMC settlement competition - a filter framework that profiles statistics about the landscape.

Version 8

1. Uses a 'flatness/edges' map to work out suitable candidate positions for buildings
2. Builds procedural multi-level buildings on a plot
3. Some clean up of the landscape below the building

Version 2




1. It derives a height map, ignoring wood / leaves / grass / flowers.
2. It creates grids of various sizes and stores statistics about each 'cell' in the grid and the blocks that make up the surface
3. You can then interrogate each grid of the appropriate size you need to find a suitable build location

I may end up doing something with this.



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|---|---|-----|---|
|  abode_v2.py (10k) | Adrian Brightmoore, Jun 20, 2018, 9:40 PM | v.1 |  |
|  abode_v8.py (93k) | Adrian Brightmoore, Jul 2, 2018, 7:23 AM | v.1 |  |

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