



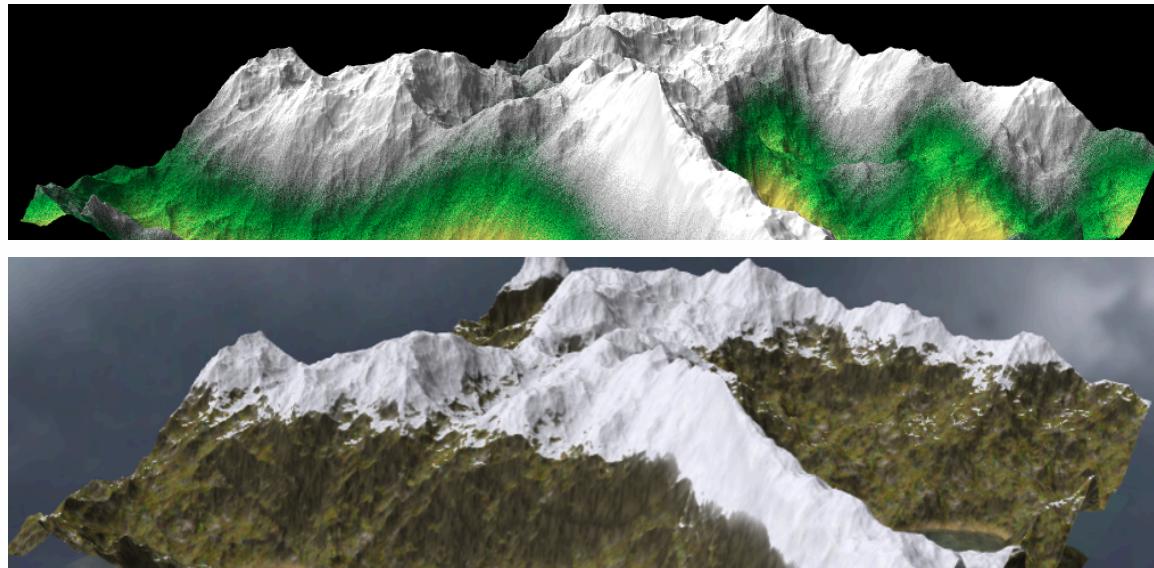
Project Part 2

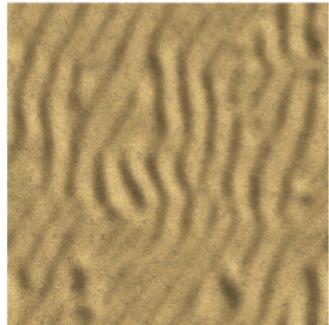
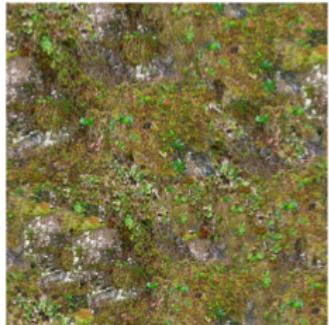
Terrain Rendering



3 points: implementation of technique

1 points: visual quality of results



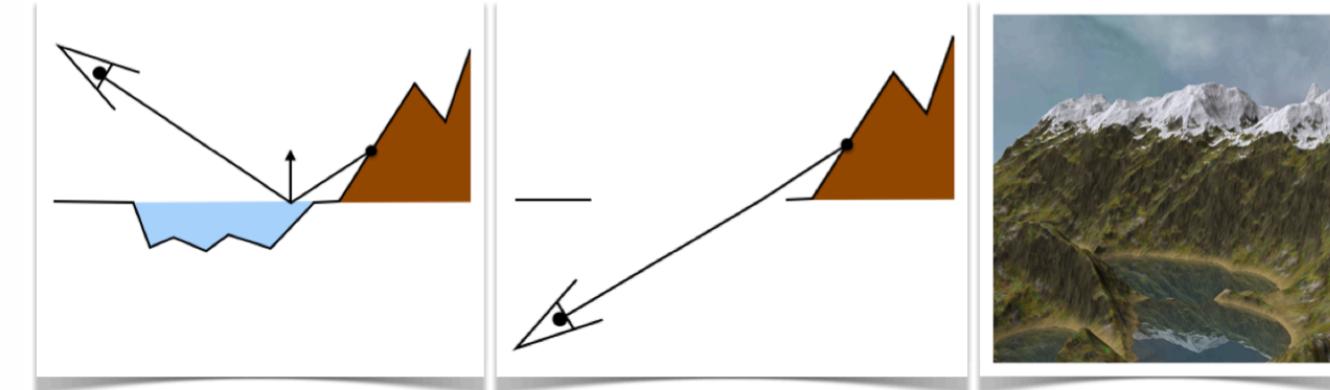


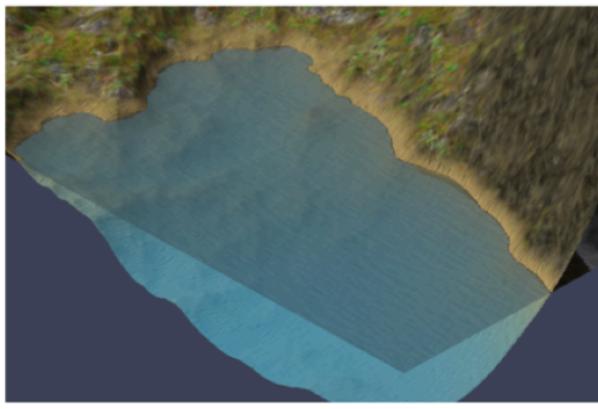
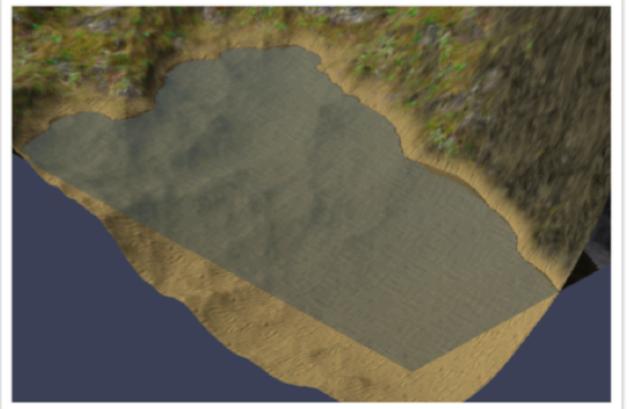
$$T(\mathbf{x}) = \alpha_1 T_{grass}(10\mathbf{x}) + \alpha_2 T_{rock}(10\mathbf{x}) + \alpha_4 T_{snow}(30\mathbf{x}) + \alpha_3 T_{sand}(60\mathbf{x})$$

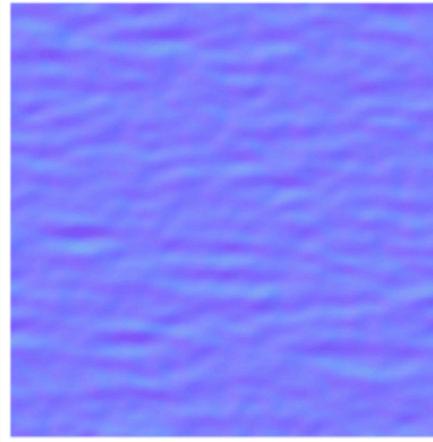
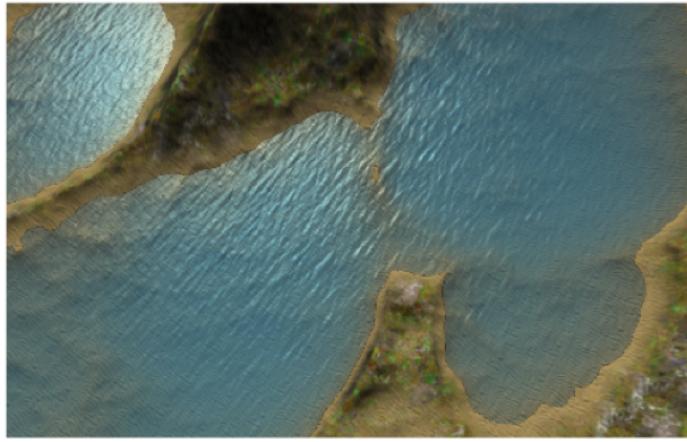




These are just **ideas** for advanced topics.
We invite you to browse online and try something that inspires you
(perhaps just consult with us before you get started)









This will be covered in the lecture on April 20th

http://http.developer.nvidia.com/GPUGems2/gpugems2_chapter16.html

<http://vterrain.org/Atmosphere>



http://http.developer.nvidia.com/GPUGems3/gpugems3_ch13.html



This will be covered in the lecture on April 20th