

Procedural Terrain

Final project for class CS6491 Computer Graphics

Sebastian Weiss
November 25, 2015



Abstract—Abstract

I. OBJECTIVE

In this project, we want to simulate the physically correct motion of a large number of completely elastic spheres flying around in a cube.

II. RELATED WORK

III. OVERVIEW

IV. POLYGONAL MAP

A. *Graph Datastructure*

1) *Test:*

V. TERRAIN FEATURES

VI. HYDRAULIC EROSION

VII. VEGETATION

VIII. CONCLUSION AND FUTURE WORK