## Sprint 7 –hydraulic erosion 06/04/2019 – 01/05/2019

### Abstract

The goal of this sprint is to implement the hydraulic erosion algorithm to simulate real water erosion on the terrain mesh. Not only this is one of the largest sprints but also one of the most important ones. Optimisation techniques are discussed within this sprint.

The end goal of this sprint is the ability for the user control the quantity of erosion created by the water particles and a terrain mesh with visible erosion effects.

### Research / Implementation

#### What is erosion?

##### Introduction

Erosion is a process that occurs in nature. This process is responsible for removing sediment from certain materials, like soil or rock, and carry this sediment to another location.

Erosion can be divided into different types: water erosion, glacial erosion, snow erosion, wind erosion, zoogenic erosion and anthropogenic erosion.

Due to the fact that the erosion algorithm for this project is going to be water erosion, all the other erosion types are not going to be covered in this document.

##### Water Erosion

###### Introduction

Water erosion happens when the particles of water come in contact with a saturated soil or in a greater rate at which water can infiltrate. It is composed by two process, the first is the erosion of the soil and the second is transporting the soil into the flow and start the deposition process.

Water erosion can be divided into four different types: sheet erosion, rill erosion, gully erosion and streambank erosion.

###### Sheet Erosion

Sheet erosion occurs in soils where the surface is mainly smooth and with a uniform slope. This type of erosion is responsible for removing uniform thin layers of soil on the entire field during a long period of time. So, it is possible to imagine that after a few years of removing thin layers, the terrain can be eroded by a significant amount (Fairbridge 1968).

Two basic erosion processes are involved in this type of erosion. First, the water collects the particles of soil and stores them as sediment into the water flow and second the particles are then transported away from the its original location to be deposited afterwards as sediment.

###### Rill erosion

Rill erosion occurs when the water from rain accumulates on a top of a terrain and then begins to flow, using the path of least resistance, creating paths or rills on the terrain itself [Figure 1].



Figure 1 - Example of Rill Erosion

The amount of sediment removed from the soil is proportional to the square velocity of the water flow. So, in other words, this means that if the velocity is 4 feet per second then the capacity of removing sediment from the soil is going to be sixteen times greater. To conclude is possible to see that the greater the water velocity the greater the sediment capacity from the water is going to be (Food and Agriculture Organization 1978).

After researching for a few hours, the author came across an application named Instant Terra, this is a 3D application made in C++ for Procedural Terrain Generation. This application was used to get an idea in what should be expected from hydraulic erosion [Figure 1] [Figure 2] [Figure 3].

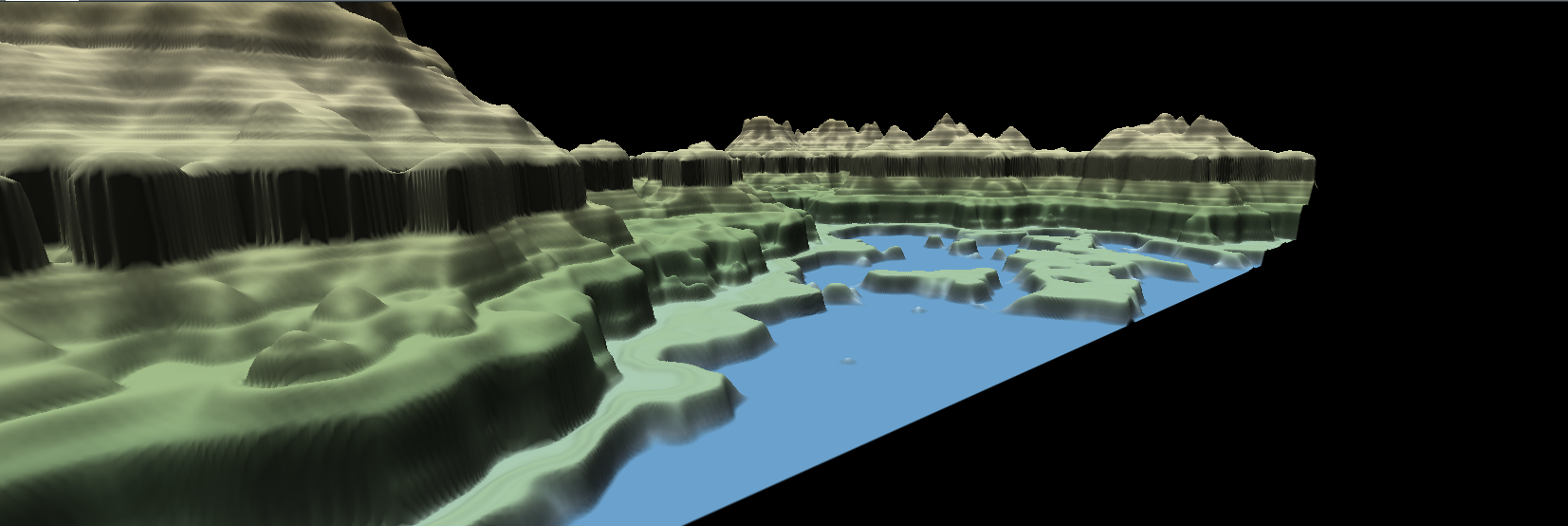


Figure 2 - Instant Terra, terrain without hydraulic erosion

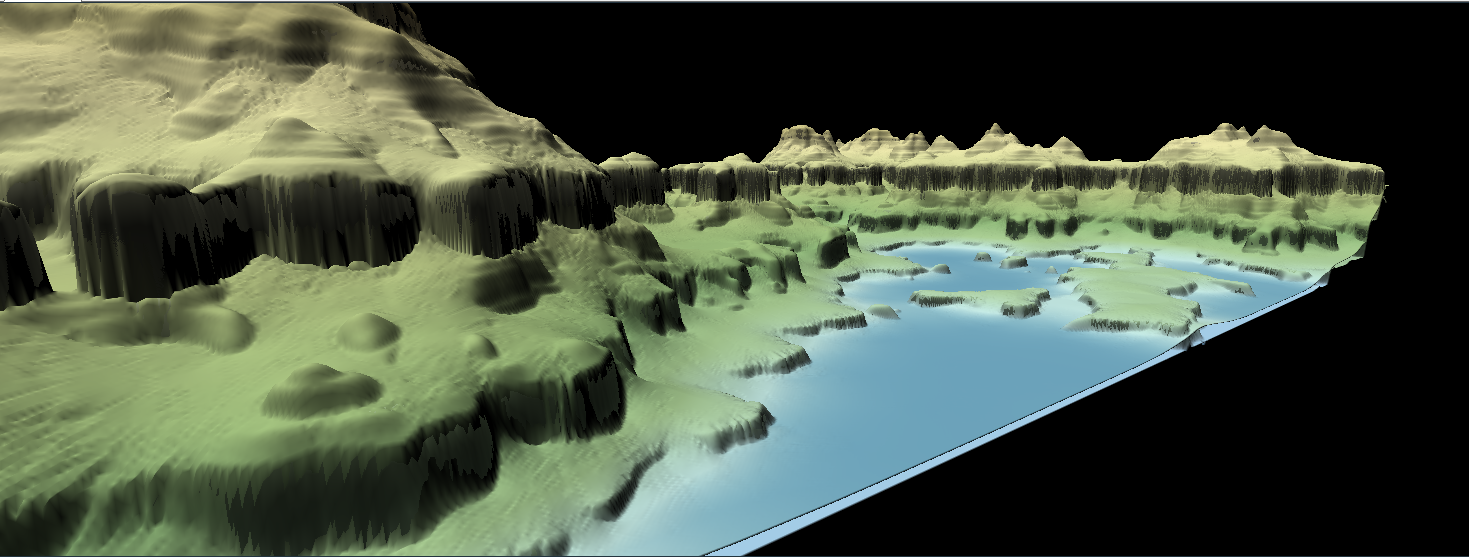


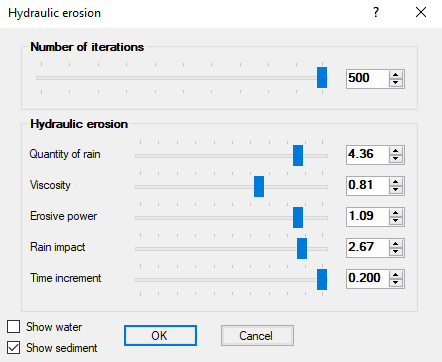
Figure 3 - Instant Terra, terrain with hydraulic erosion

Figure 4 - Instant Terra, hydraulic erosion settings

The algorithm that the author of this project created is inspired in the water erosion algorithm create by (Volynskov, 2011). It is based on the particle simulation in which every single water particle is placed into the map, and as the capacity of eroding the terrain and deposit sediment.

#### Algorithm

##### Water Particles

Each particle uses the gradient function to get a direction. If the gradient is zero, a random direction is generated.

The drops are simulated in 2.5D which means the drop is always considered to be at ground level, and only saves its position in two dimensions.

* Particles do not interact
* Do not use the physical principles
* Particles move the same distance every simulation step, although they are not bound to the grid.
* The simulated time per step is not consistent.
* Not suitable to simulate fluids visually.

###### Understanding Water Erosion

Water erosion is composed by two different steps, the first step is erosion and the second is deposition.

In the first step the flow of water starts its erosive activity when going through the land in a steep gradient. When the gradient starts to get a value near zero or the water flow reached the limited amount of soil that can carry then the water starts the deposition process. Normally it is possible to see the most amount of erosion when the flow of water it is at highest speed and the amount of water have a low quantity of sediment.

This amount of soil depends on the following variables:

* Surface Slope
* Amount of water
* Speed of the flow

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Figure 5 - Water Flow

Erosion

* + If the quantity of soil is less than the maximum quantity of soil, then erosion happens.
  + This process removes soil from the terrain and adds it to the flow.

Deposition

* + If the water flow carries more than the maximum quantity then deposition happens, dropping extra carried soil as sediment.

###### Formula

* V = Water velocity
* W = Water amount
* Ch = constant value

#### Erosion Class

##### Erosion method

When sketching the erosion class, the author wanted to create a particle inside the erosion method [Figure 2]. Each particle is created inside a for loop that checks for the number of iterations given by the user. Each particle consists on the following:

* Vector2 Position
* Vector2 direction
* Float Water Velocity
* Float Water amount
* Float Sediment

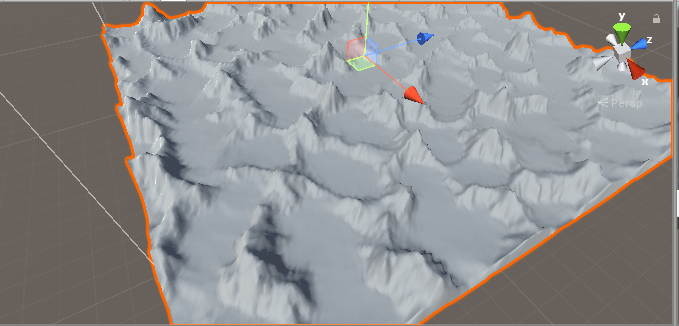


Figure 6 - Erode function Sketch

Multiplying the weighedErodeAmount for the amounToErode and a Random Range between 0.01f and Radius give a better end result.

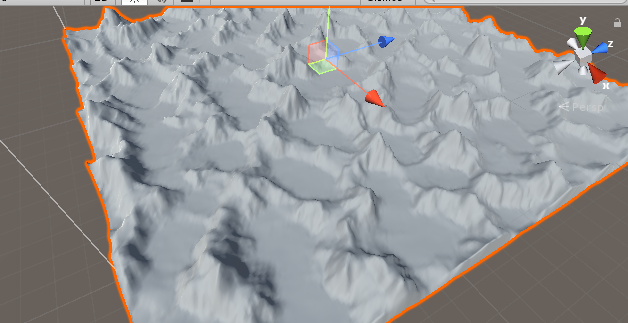
Small differences but they are noticeable and creates more a natural looking effect inserting more randomness.

Before





After





##### Gradient Method

To implement the gradient function the first thing was studying how to do linear interpolation, bilinear interpolation and contour maps [Figure 3].

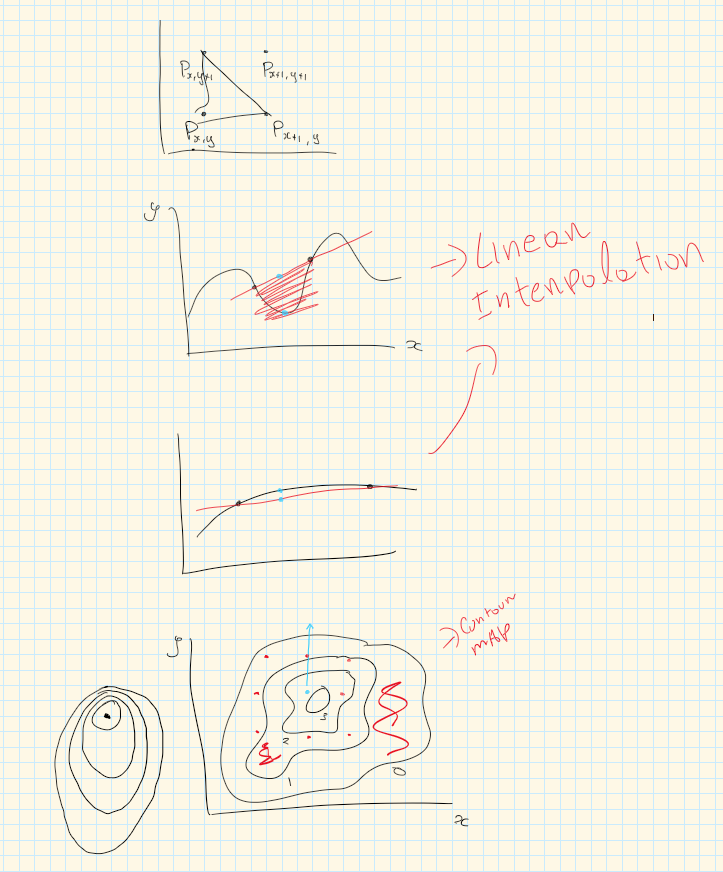


Figure 7 - Droplet gradient calculation sketch

Creating a bilinear interpolation from the four gradients from the map [Figure 2].

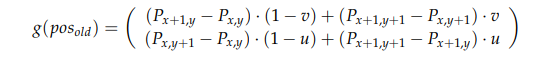


Figure 8 - Bilinear Interpolation for Gradient

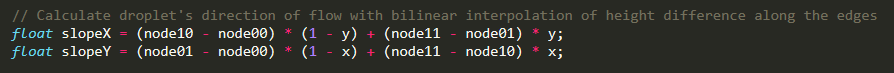


Figure 9 - Bilinear interpolation in code

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Figure 10- Gradient Calculation

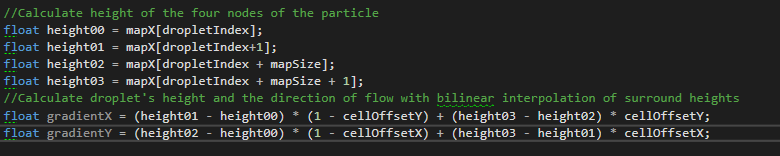


Figure 11 - Gradient Implementation in Code

##### UML Erosion Class Design

A screenshot of a cell phone

Description automatically generated

Figure 12 - UML Erosion Class

### Sprint Review

### WBS

1. Research (60%) (36 hours)
2. Fractal Generation (40%) (24 hours)

### Reading List

BEYER, H., 2015. *Implementation of a method for hydraulic  
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### References

### Bibliography

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