COMP5900C
Assignment 1
Low-Level Texture

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1 Target

2 Approach

2.1 Shard Generation

Thresholded Simplex Noise
Adding edges with higher octave peaks

2.2 Shard Texturing

Thresholded Large Cracks
Small Cracks and Texture
Divots and pits?

2.3 Edge Jittering

Sobel Gradient Convolution

2.4 Layering

2.5 Background

3 Results