Generation Parameters

* Size
  + Radius (Base sphere)
  + Radius (Max terrain height)
  + Atmosphere Radius (How far the atmosphere is above the planet)
* Environmental
  + Temperature
  + Humidity

4563km radius is the solid planetary average radius in our solar system

Space Hierarchy

* Chunk space
  + The cameras relative movement within chunks and neighbouring chunks
* Face Space
  + The cameras relative movement between faces of the planet
* Planet Space
  + When the camera is far enough away that face and chunk detail is irrelevant

OCTREES, HOW THEY WORK

* Get base node
* Split into 8 separate cubes within this node
* Find which node that the camera lies in
* Split that node into a further 8 nodes
* Repeat this process till the limited size is reached

<https://www.youtube.com/watch?v=YO_A5w_fxRQ>