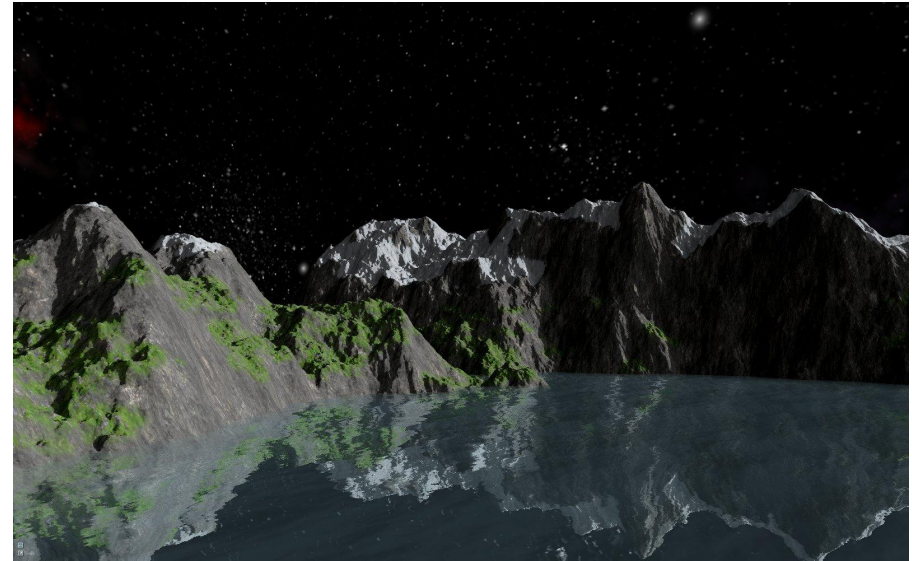


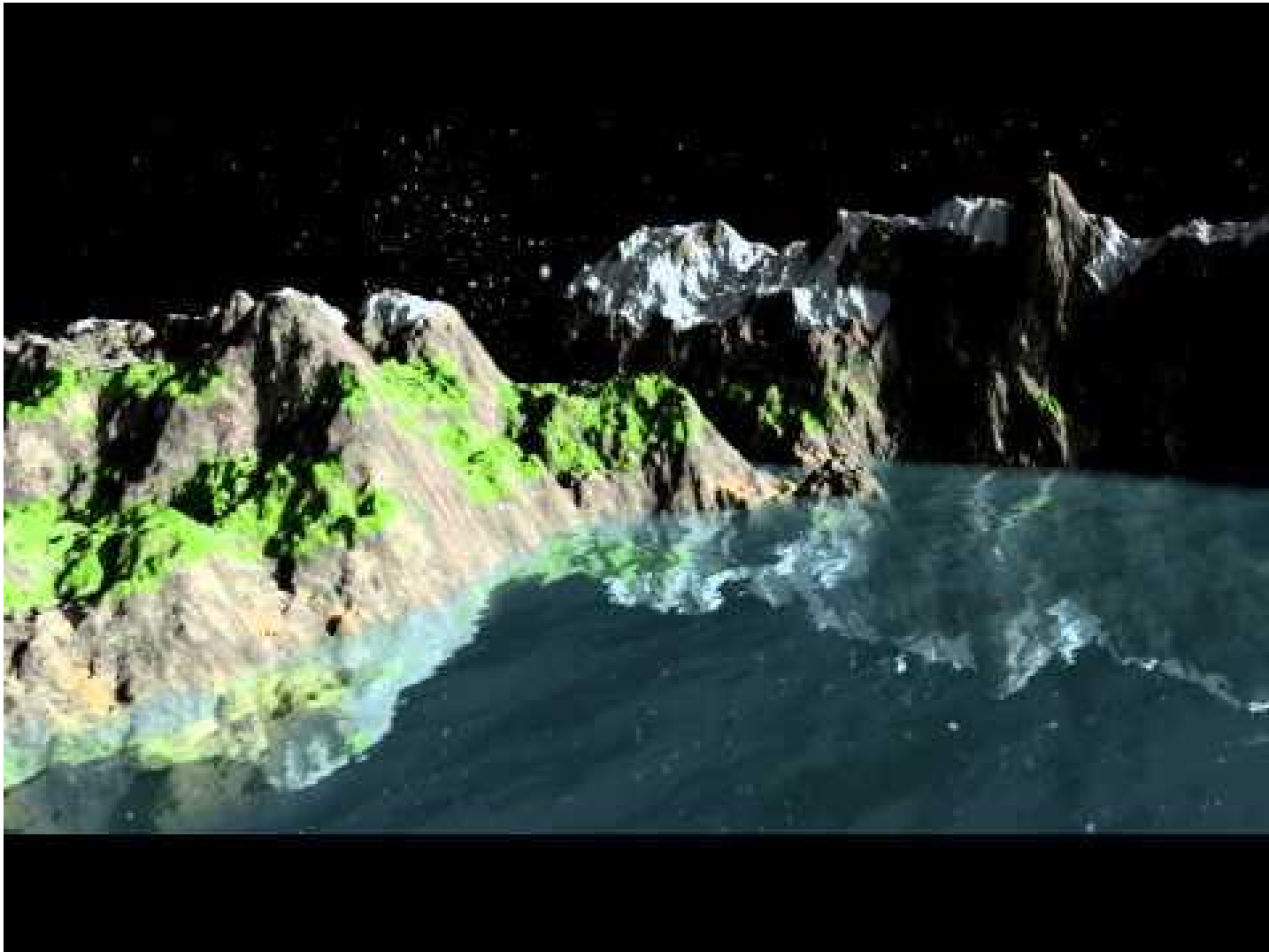


Alain Milliet
Julien Perrenoud
Robin Genolet





- **Heightmap:** FBM with Perlin Noise, but we also implemented support for Worley Noise and other effects such as absolute value.
- **Textures:** Base rock texture, with incremental simulations of snowfalls for snow and sand distributions on top of another algorithm for vegetation growth used for the grass. Basic phong shading.
- **Shadow Map:** Use a simple bias to handle shadow acne, with a Poisson Disk sampling to get rid of other artifacts.
- **Water:** Use a depth map for realistic alpha and color values, and a moving normal map combined with mirror texture and phong shading to simulate waves.
- **Skybox:** Simple cubemap with different hardcoded textures.
- **Cameras:** Flying and FPS mode, bezier editing mode and Bezier travelling.
- **Save mode:** In order to store current values in a text file



<https://youtu.be/eEIS7wDXUUQ>