De wizards

Vegitation

Tree

* Lighting shader for the leaves
* Big volumetric leaves (to create palm trees)
* Make a similar moving shader for the leaves as the grass
* improve the model lod
  + reduces the amount of vertices in each circle
  + Use the leaves from branch levels that are not drawn + reduce amount
* Branch animation
* Start using the texturemap for the trees
  + - Blending of textures on the trunk
    - Different kind of leaves
* Volumetric flowers; cross from the side or billboard + texture from downwards picture

Grass

* TextureAtlas
  + To solve this we give an extra uv coord through with the VertexData
  + TextureAtlasCreationTool
    - Manual drag and drop
    - Scale function
    - Later algorithm that automatically puts textures in an optimal arrangement
    - Output XML file with all the uvCoords for each texture on the map
* Use random color diversions to get rid of repetition(nvidia site)
* SomeFuther Idees to make it look awesome
  + - Use the random color on an reel-time adjustablemap + use the alpha to adjust the length of the grass length this gives the ability to burn an area or to make a wizard suck up energy and let the grass slowly get brown and shorten , this also allows us to make the grass lighter ware some body walks what could give a cool effect
    - Wind map to make local winds and to push the grass down while walking on it

Bushes and medium size foliage

* The same volumetric leaves as the trees
* Big size grass textures

Under water foliage

* Seaweed forests based , I think it’s possible to almost create them full texture
  + - The big kelp plants
    - More grass fields
* Coral reef generator to generate coral meshes (not easy and absolutely no hurry)

Texture Library

* Collecting of leave Pictures
* Collecting of Grass/bushe Pictures
* Putting alpha on all of them
* Perhaps later making an easy browsing tool in combination with theTexture AtlasTool
* Use the textureAtlas to combine the texture and the bumpmap in 1 texture , could give an performance boost but needs testing (they do this in speedtree though)
* Cheating by collection speedtree and onyx textures just to create the first looks (can’t go commercial with this, not really necessary anyway

Clouds