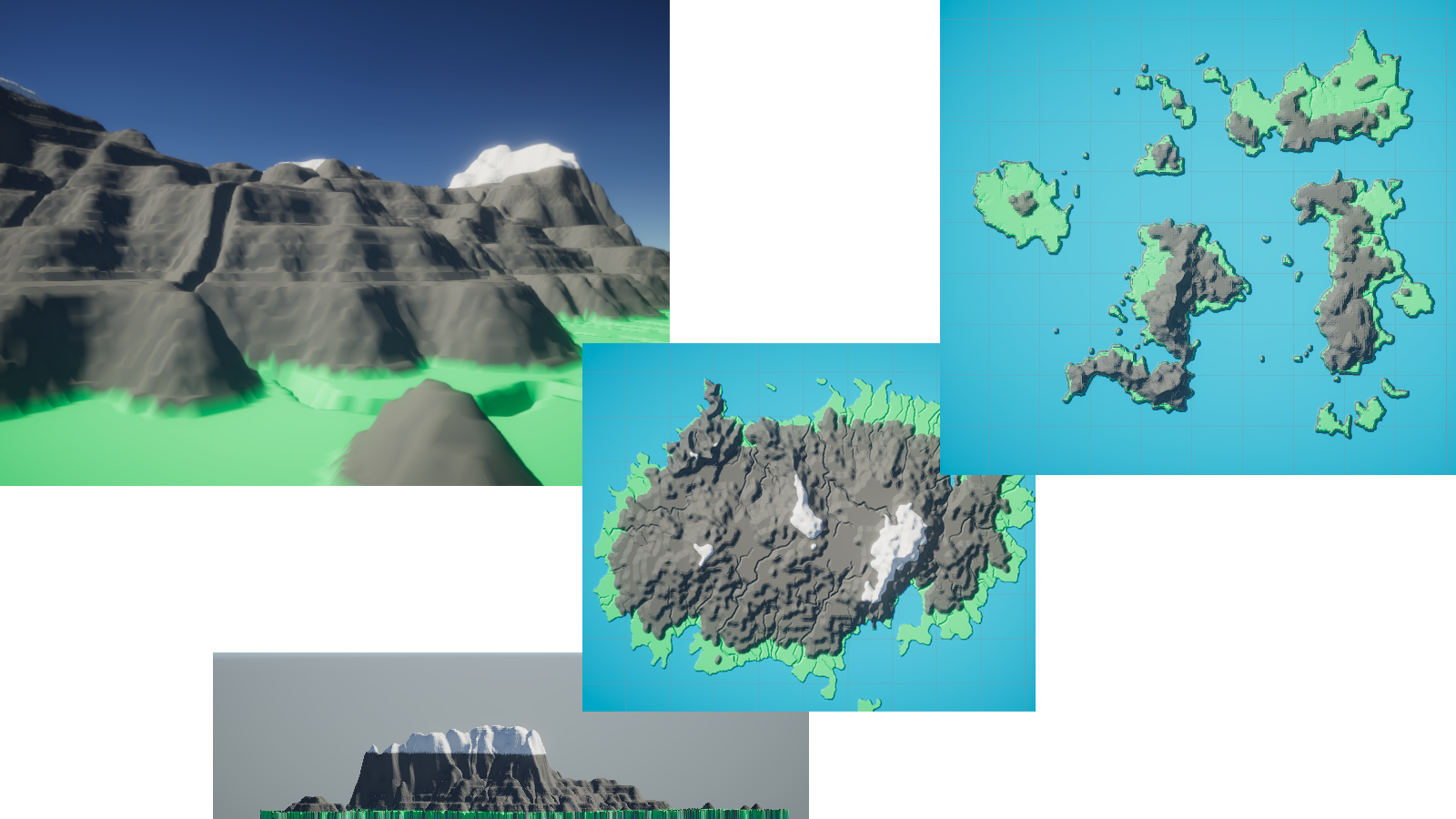
*Terrain* and *cylinder*

generation



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GitHub: [ru1t3rl/GPE](https://github.com/ru1t3rl/GPE)

Table of Contents

[Intro 3](#_Toc82174147)

[Cylinder 3](#_Toc82174148)

[Vertices 3](#_Toc82174149)

[Triangles - Top and Bottom 3](#_Toc82174150)

[Triangles - Side 4](#_Toc82174151)

[Terrain Generator 5](#_Toc82174152)

[Grid 5](#_Toc82174153)

[Vertices 5](#_Toc82174154)

[Triangles 5](#_Toc82174155)

[Result 5](#_Toc82174156)

[Heightmaps 5](#_Toc82174157)

[Chunks 6](#_Toc82174158)

[Results 7](#_Toc82174159)

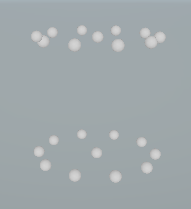
[References 7](#_Toc82174160)

# Intro

….

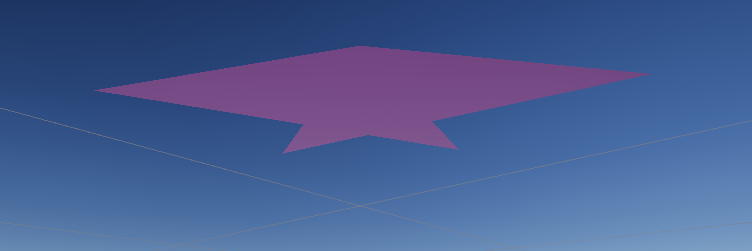
# Cylinder

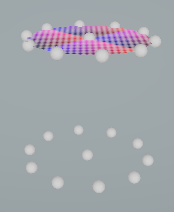
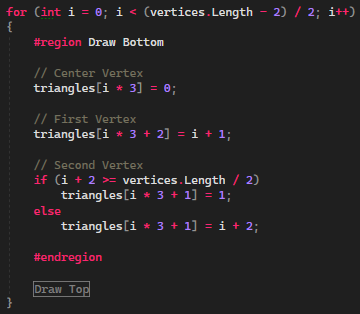
## Vertices



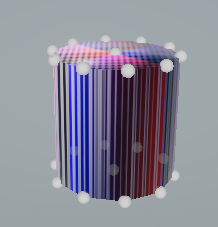
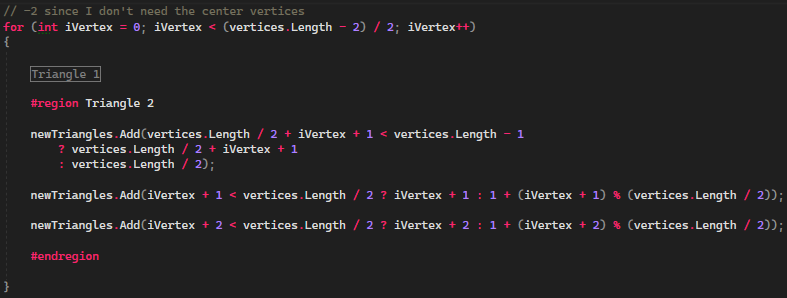


## Triangles - Top and Bottom





## Triangles - Side



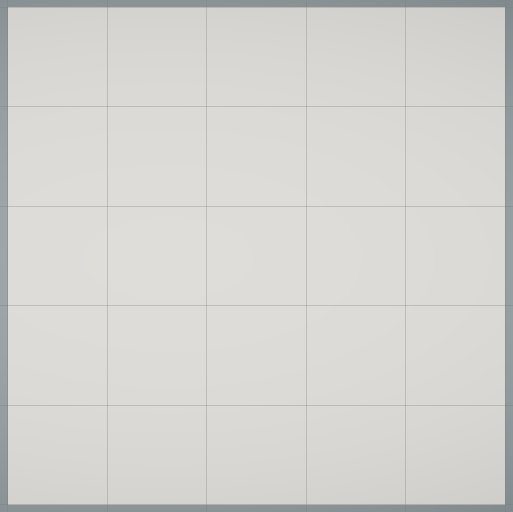
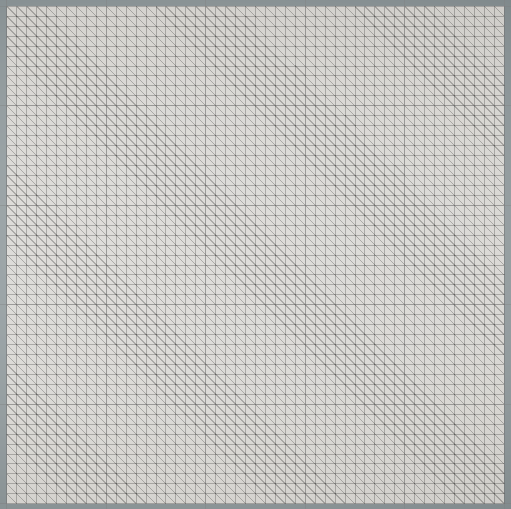
# Terrain Generator

## Grid

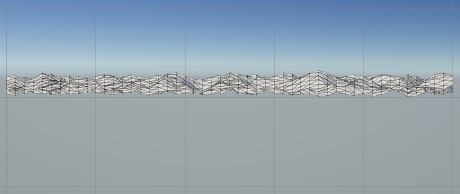
### Vertices

### Triangles

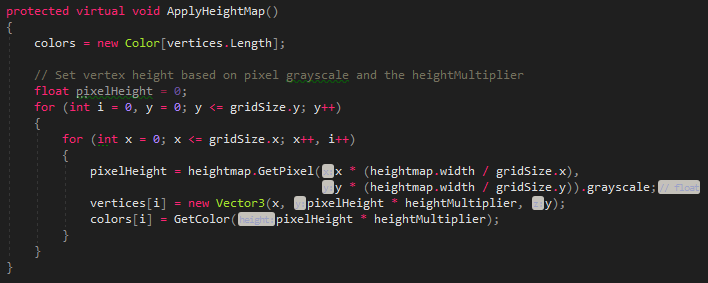
### Result



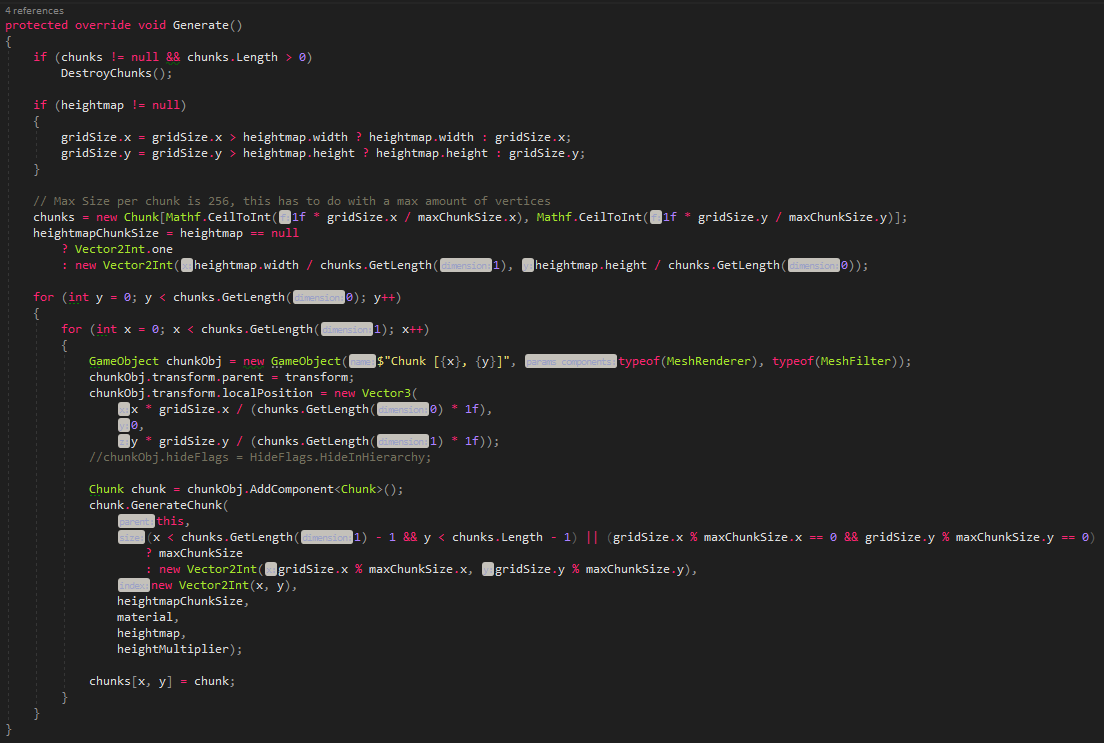




## Heightmaps



## Chunks

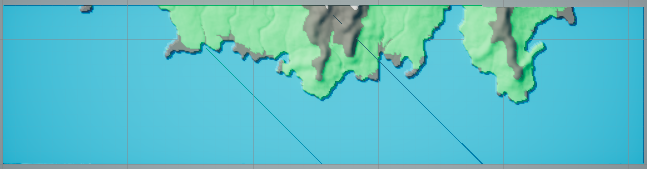




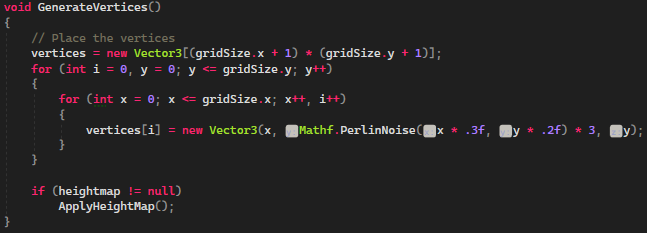




256x256 (What it should look like)



512x512 (The bug, only occurs on grid sizes above 256x256)



Eventually, I discovered this bug had nothing to do with my code but a maximum number of vertices for each object. To fix this, I decided to use chunks, which resulted in *Figure 1*.

Figure 1 - 2048 x 2048

# Results

# References