

## DOCUMENT PLAN

**Introduction** - Thesis/Statement - Quick view of both sides

**Discussion** - Metaphorical Discussion of Perlin Noise - Discussion on range of approaches from Pragmatic to Authentic

**Tutorial & Decisions - Placement of Islands** - Hot spots - Divergent plate boundaries (such as rifts and mid-ocean ridges), and - Convergent plate boundaries (subduction zones)

- **Creation of New Landscape**
  - Erupted Materials
  - Deposition

**Results**

**Discussion**

**Conclusion**

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Perlin noise (& other similar value noises) is commonly used as a source of information to form the basis of landscape algorithms.

A very common application of Perlin Noise is of course to make landscapes, particularly oceanic landscapes.

Another way to consider it is as a manipulation of one kind of noise from a random source into another kind of noise with a bit more structure. This translation happens by seeding the combination of multiple waveforms together into a single artefact with significantly different scales. In particular it translates the (white?, gaussian?) input noise into a soft of repeatable waveform.