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

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.