Kyle McArthur – Assignment 1, Procedural Generation
GUI Documentation

Hot Keys
W – forward in camera's z axis
A – left in camera's x axis
S – backwards in camera's z axis
D – right in camera's x axis
E – Up in camera's y axis
Q – down in camera's y axis
Space – Up in World Y Axis

R – reload shaders
T – reload perlin texture and meshes

Perlin
"Texture Size" edits perlin texture size
"Mesh Size" edits perlin mesh size
"Height" amplitude of each octave
"Octaves" increases detail of the perlin texture
"Persistance" smoothness of each octave,
        higher value == less smoothness

Lava
"Direction" edits lava uv scrolling direction
"Speed" edits lava uv texture scrolling speed
"L_Height" edits lava height for fragment shader

Dirt
"D_Height" edits dirt height for fragment shader

Rock
"R_Height" edits rock height for fragment shader

Lighting – direction light
"Direction" changes lights direction
"Color" edits light color
"Intensity" defaults to 1,
        doesnt currently change for directional light

Terrain	
Perlin	
Position	V={0.00,..
Texture Size	128
Mesh Size	128
Height	50
Octaves	8
Persistance	0.5
Lava	
Direction	V={0.00,..
Speed	10
L_Height	16
Dirt	
D_Height	-132
Rock	
R_Height	203

Lighting	
Light1	
Direction	V={1.00,..
Dir X	1.00
Dir Y	-0.64
Dir Z	0.77
Color	
Intensity	1