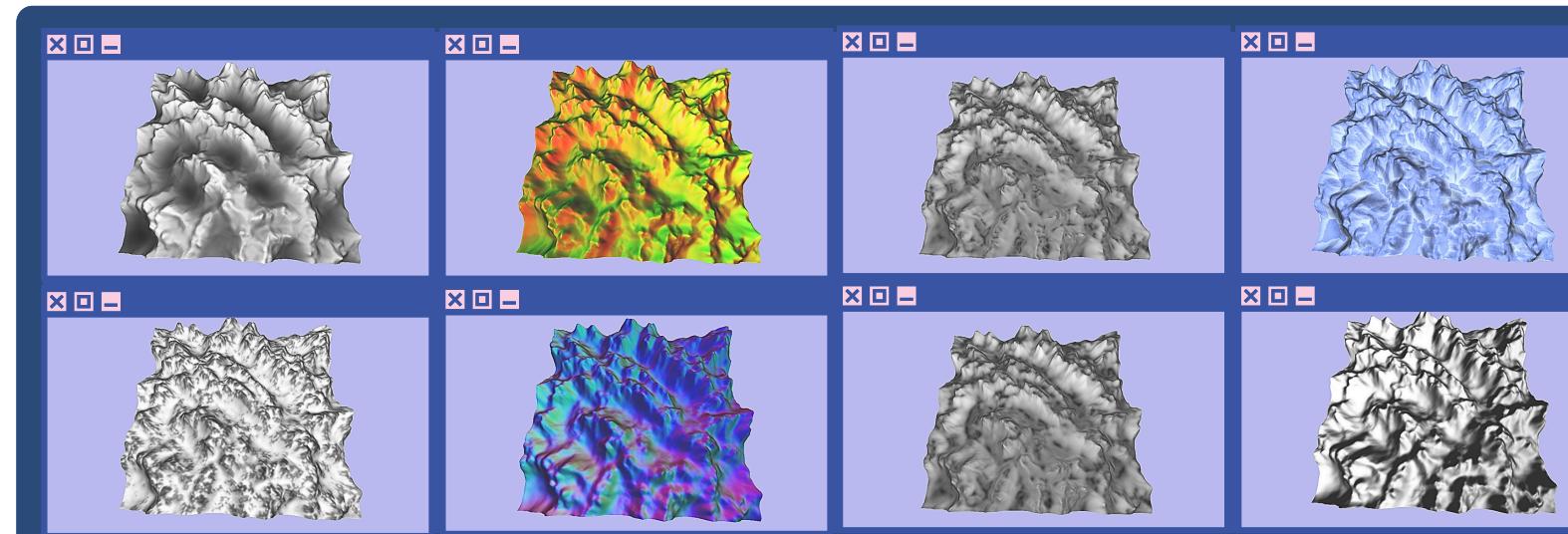
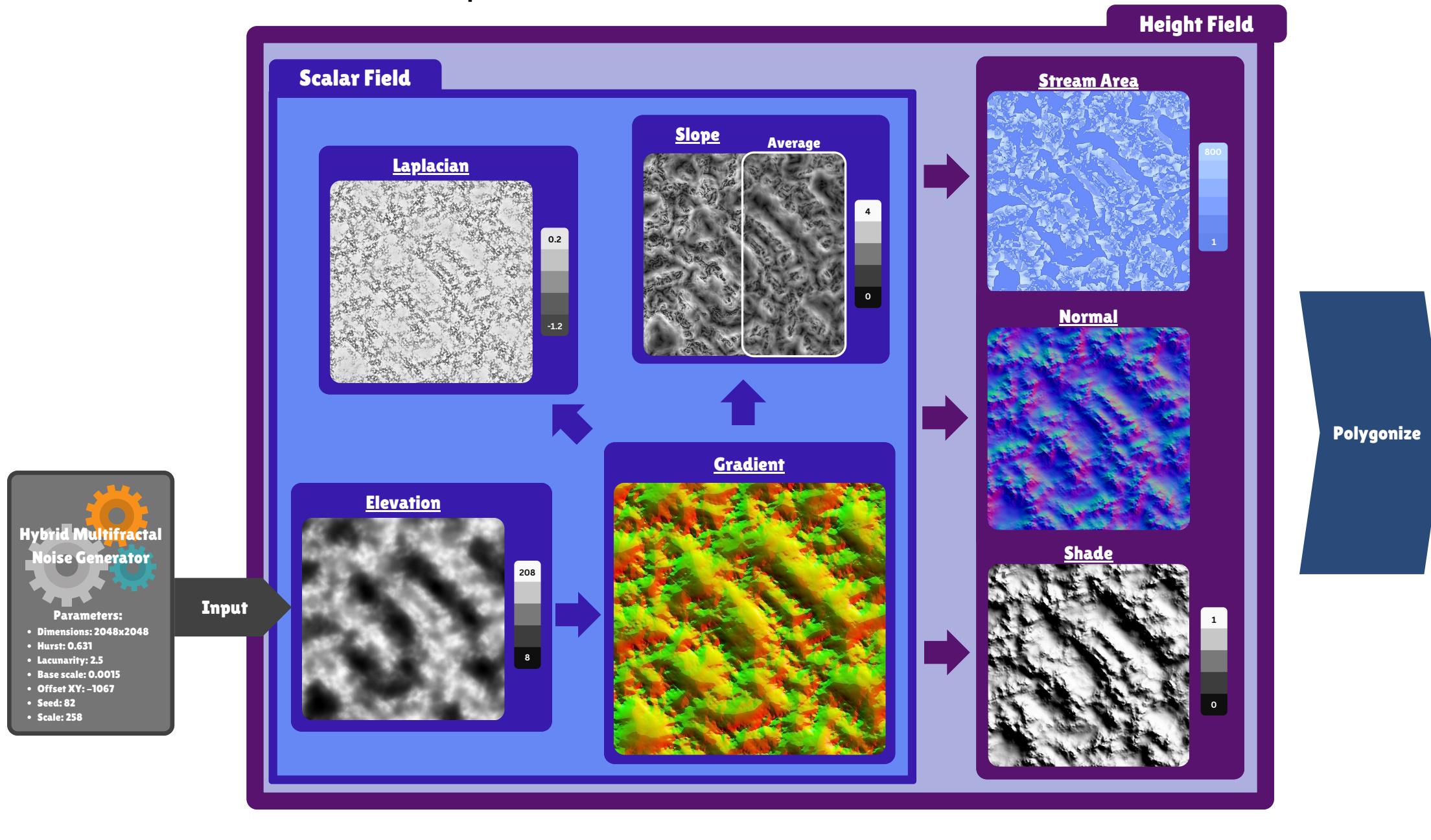


Modélisation de Mondes Virtuels

Théo Grillon - p1907354



Repo GitHub : <https://github.com/tgrillon/mmv.git>

Note: Voir le rapport du repo pour une meilleure qualité d'image

Application: This screenshot shows the final rendered terrain in two views: a shaded surface view and a wireframe view. The interface includes a toolbar with standard window controls (X, square, minus), a status bar with three dots, and a sidebar with various parameters.

Geometry:

- #Triangle : 17288964
- #Vertex : 4194304

Height Field:

- Map Width : 2048
- Map Height : 2048
- Max Elevation : 208.21
- Min Elevation : 7.83

Params:

Param	Value	Description
Scale	258.000	Scalar Field
Output Dim	2048	Scalar Field
Resolution	2048	Perlin Noise
Map dim	128	Perlin Noise
Hurst	0.657	Perlin Noise
Lacunarity	2.500	Perlin Noise
Seed	82	Perlin Noise
Offset XY	-1067	Perlin Noise
Base Scale	0.002	Perlin Noise