

CM50175

Research Project Preparation

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April 20, 2014

Born Ready Games

CM50175

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Context

Born Ready Games

Strike Suit Zero

Procedural

Destruction



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Procedural Destruction

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The aim of the project is to explore and implement a declarative approach to the modelling of structure, so that reasoning about the effects of damage can take place over a knowledge-based representation from which a rendering can be synthesized automatically. The representation evolves over time in response to the damage inflicted, but could also be subject to other forms of failure arising from other environmental events.