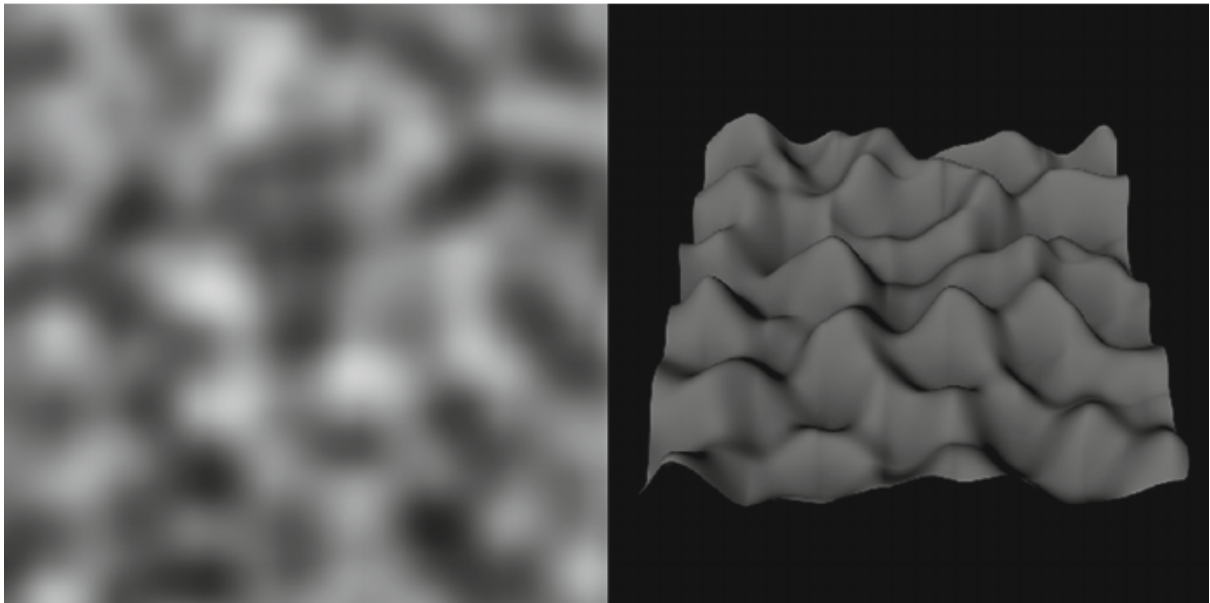**Project Proposal**

Member

1. Kueakun Liwcharoenchai 6030057421

Project Name : Perlin noise terrain generation

Description :

To generate a terrain using a perlin noise algorithm. The generated heightmap will be used to generate a 3D model by using OpenSCAD.

*Extra(TBD) : I will use satellite images as a real-world reference to create a heightmap, then I will generate a perlin noise heightmap that is similar to the heightmap that the satellite image has.

Referenced materials :

Perlin noise algorithm:

- https://rtouti.github.io/graphics/perlin-noise-algorithm
- https://adrianb.io/2014/08/09/perlinnoise.html

Real world Heightmap(satellite map):

- https://www.worldofleveldesign.com/categories/ue4/landscape-heightmap-terrain-party.php