

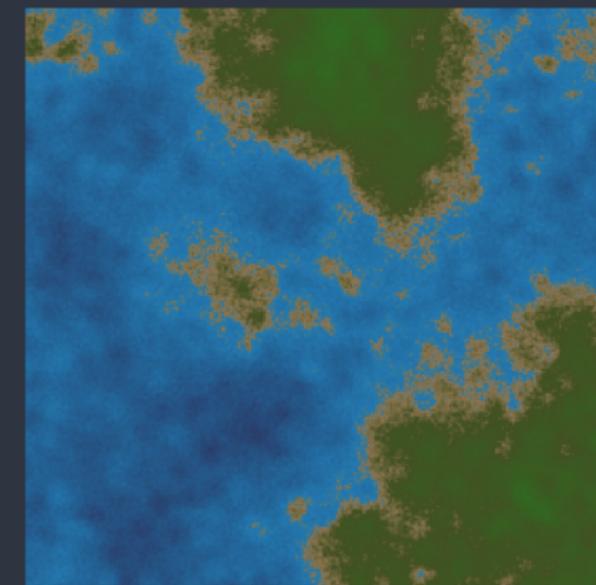
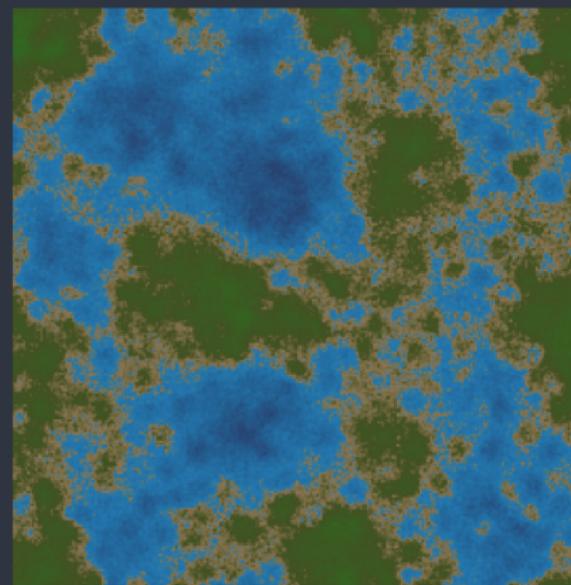
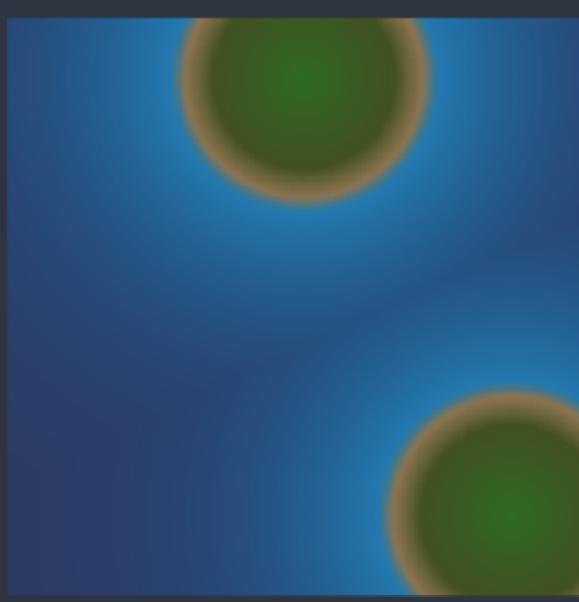
# Terrain generation

Procedural Content  
Generation

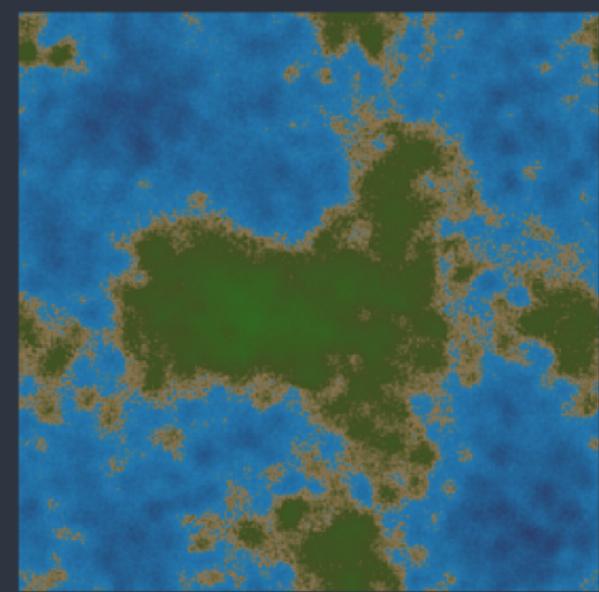
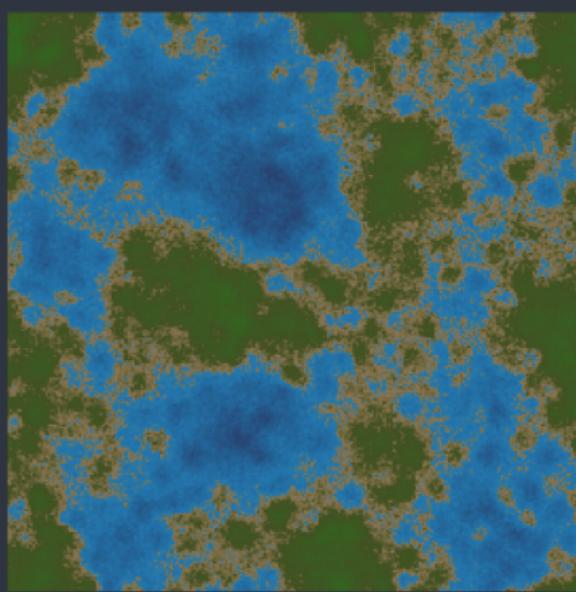
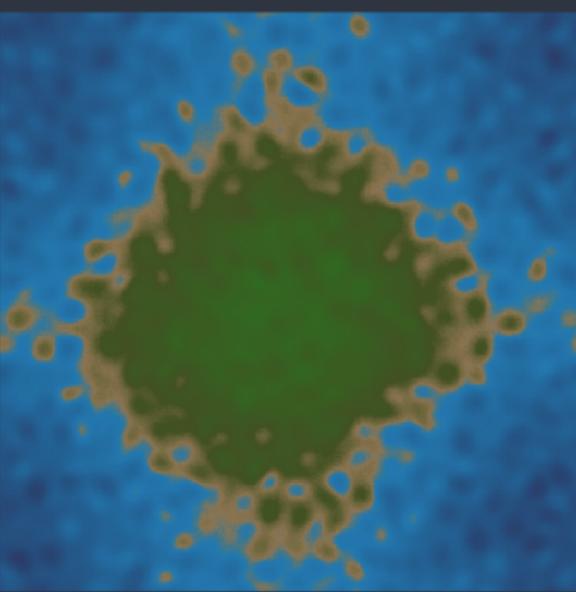
[https://github.com/Lerqiu/AI4  
Games-project](https://github.com/Lerqiu/AI4Games-project)

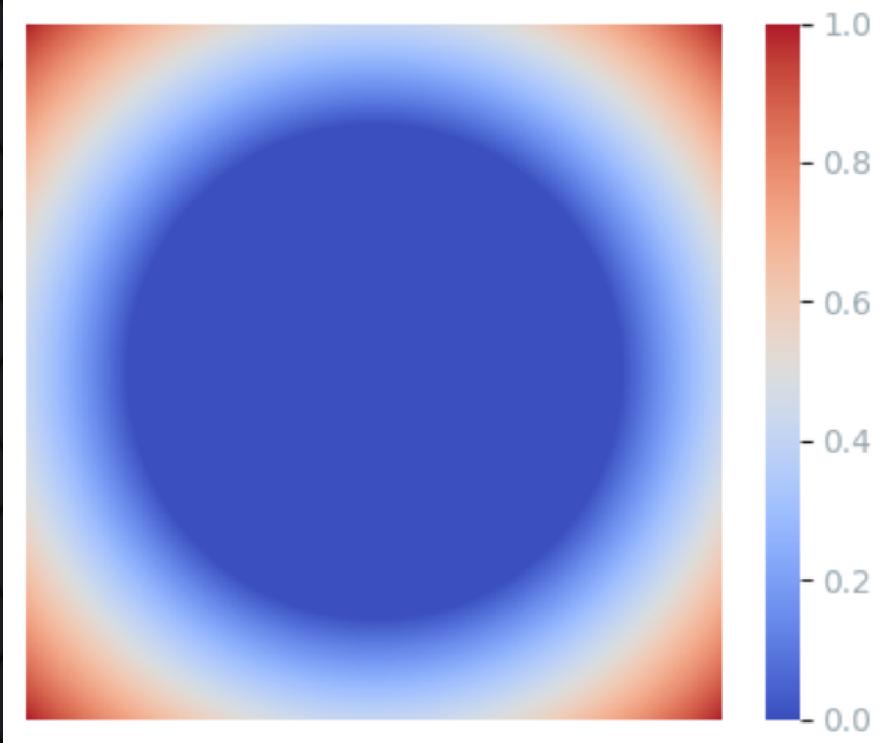
# Islands and shapes

# Wolrey for mass clusterization



# Singular cluster

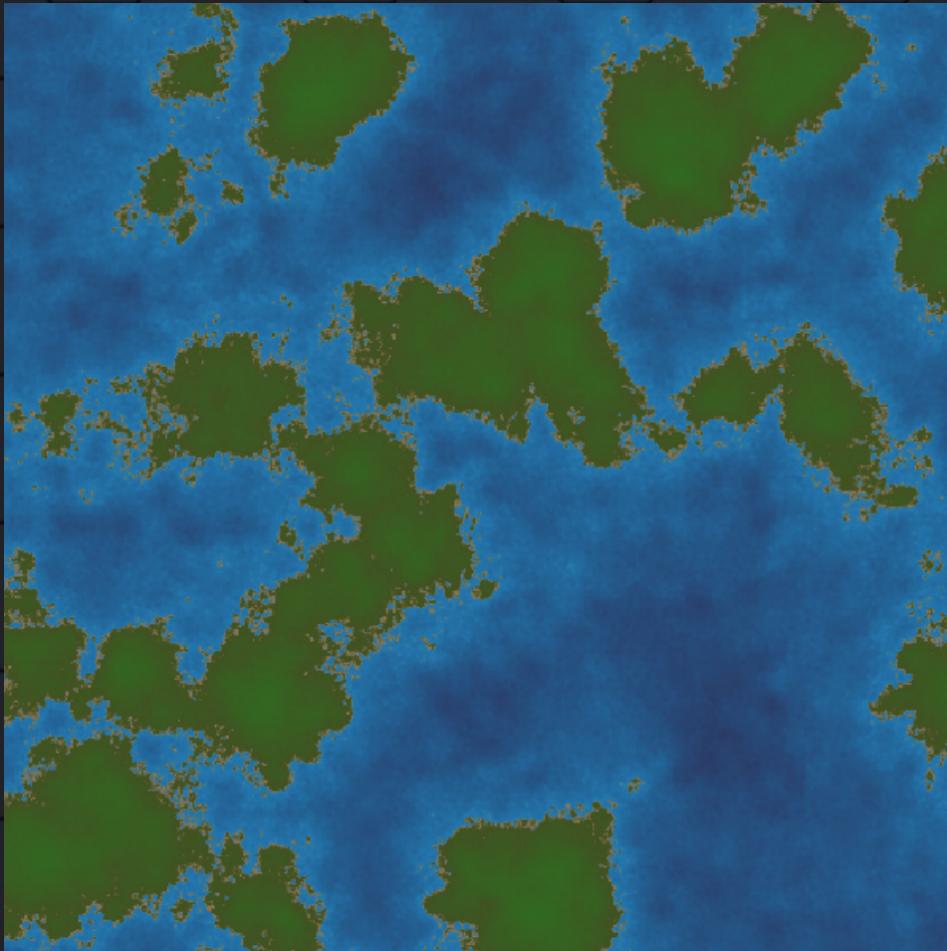




We can hide marginal  
islands gracefully with  
heat-like noise  
distribution

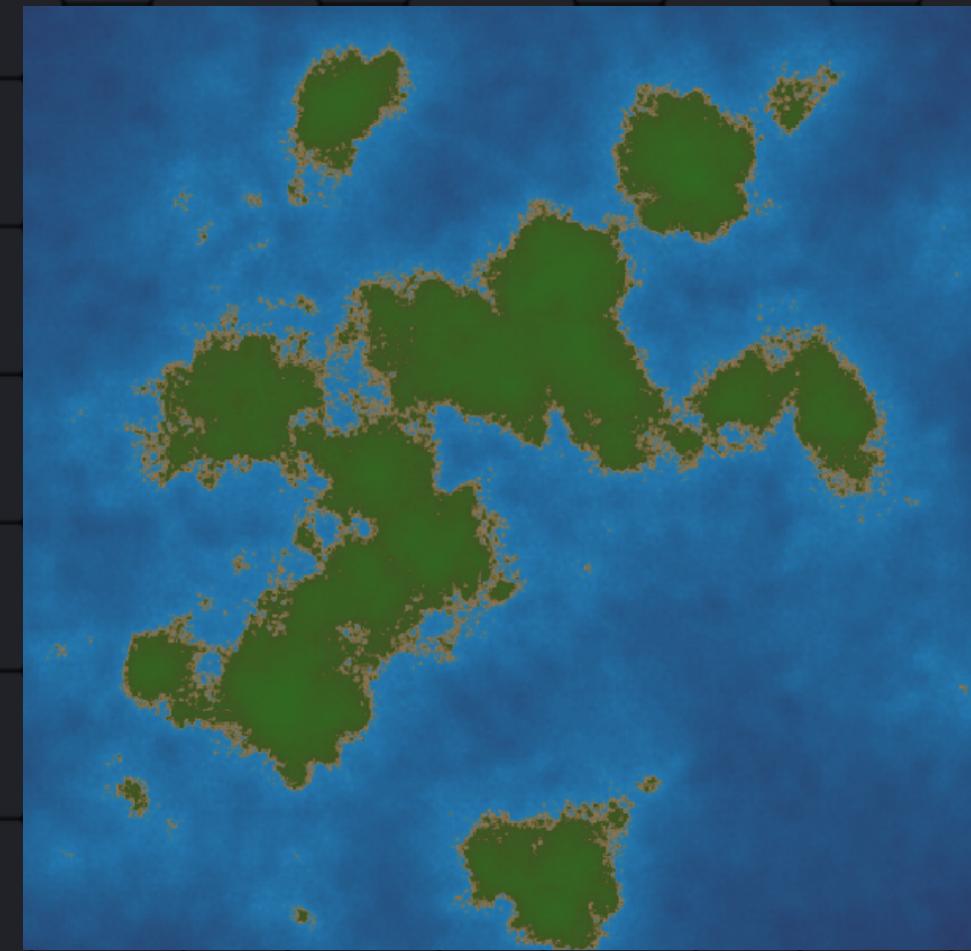
**Before**

---



**After**

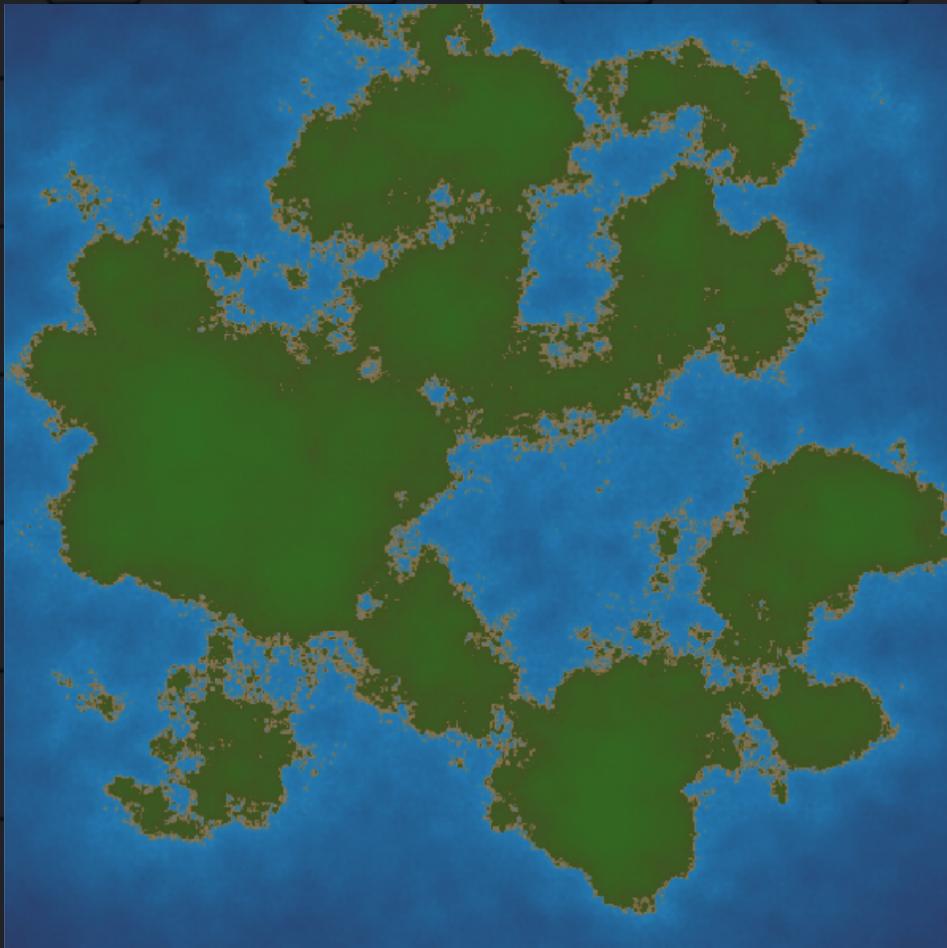
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# Moisture levels

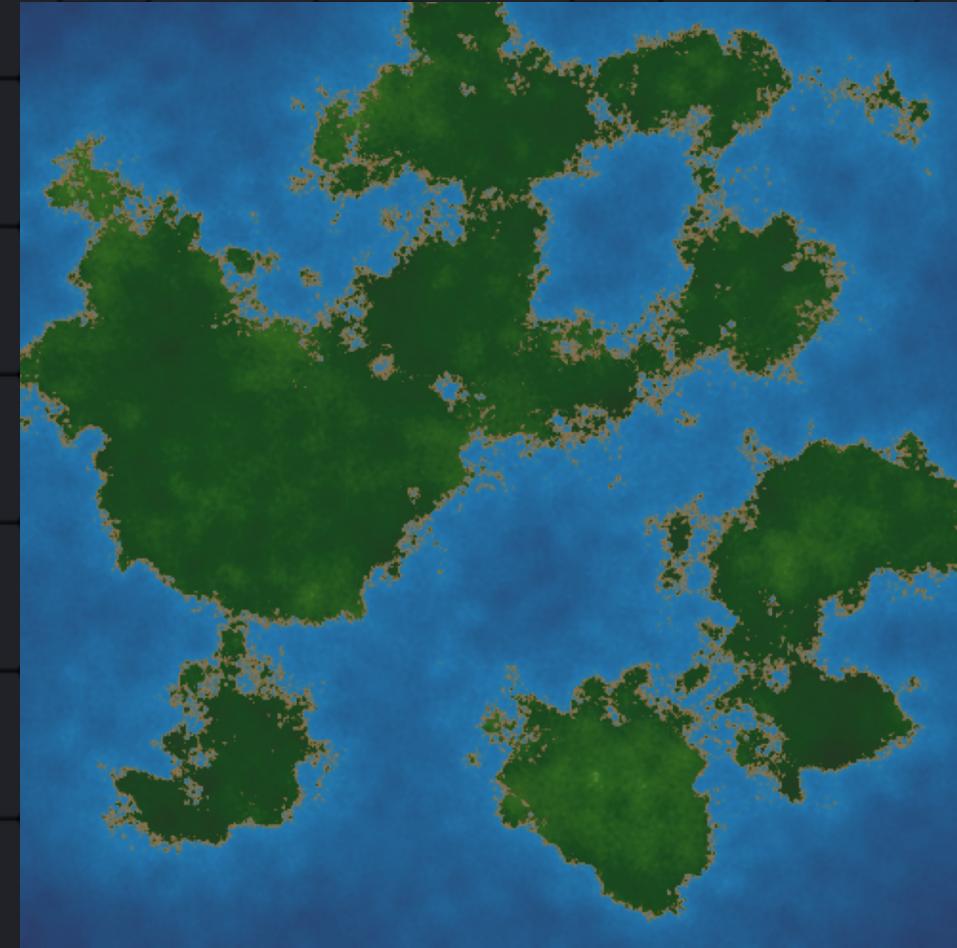
**Before**

---



**After**

---

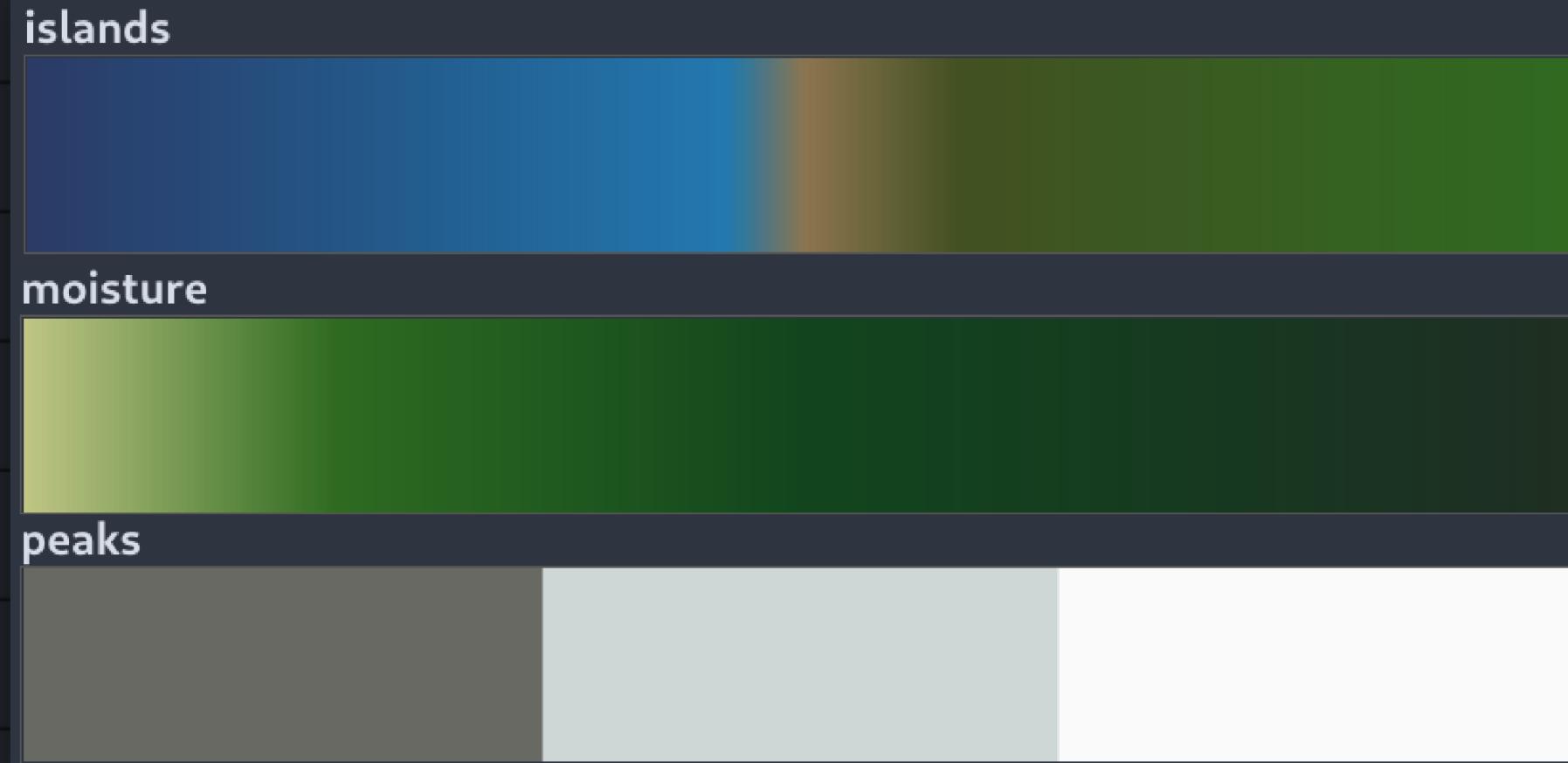


# Biomes



Biomes are dependent upon  
both the terrain height and  
the moisture level

# We apply different gradients to each of the biomes



# Content generators

# Model parameters

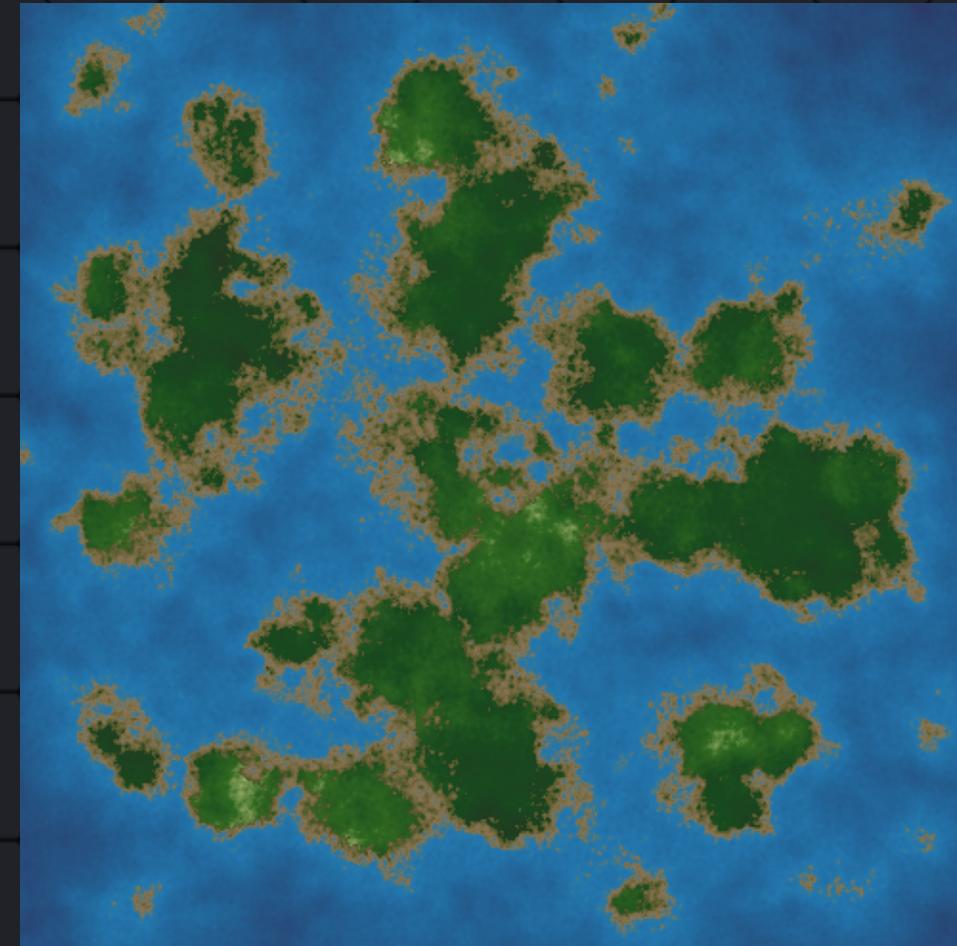
- clusters
- beaches
- mountains
- moisture
- land

# Clusters

Low

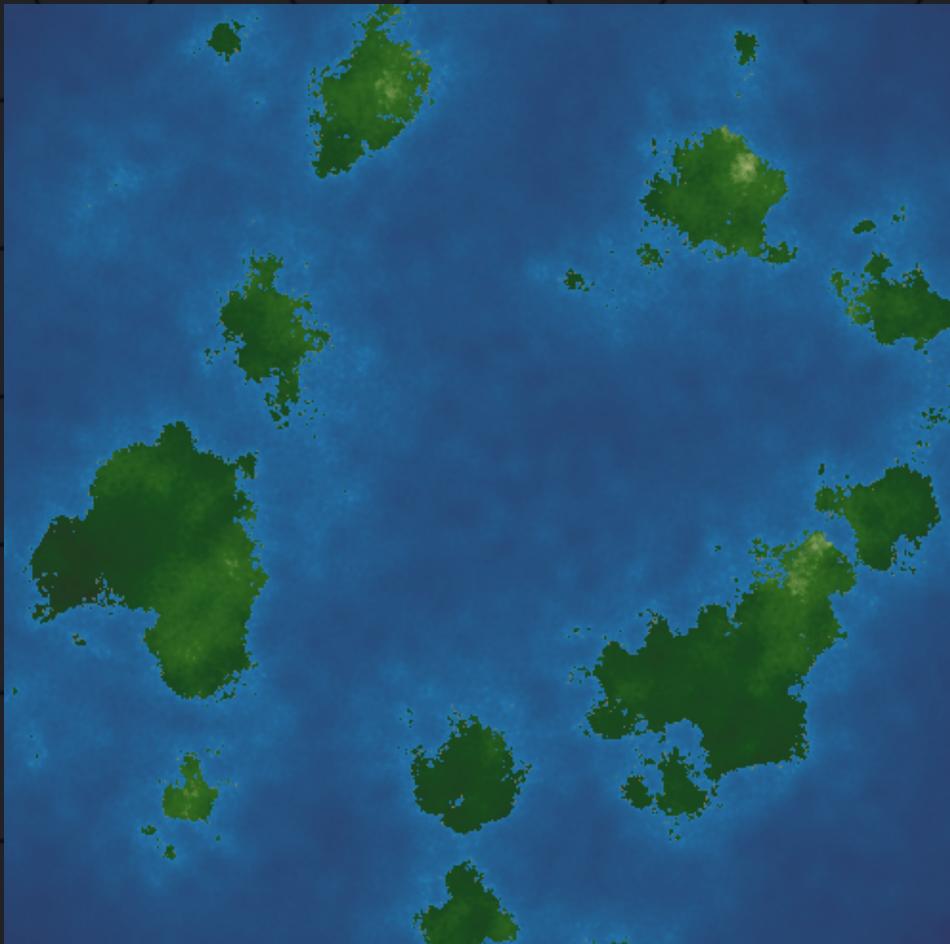


High



# Beaches

Low

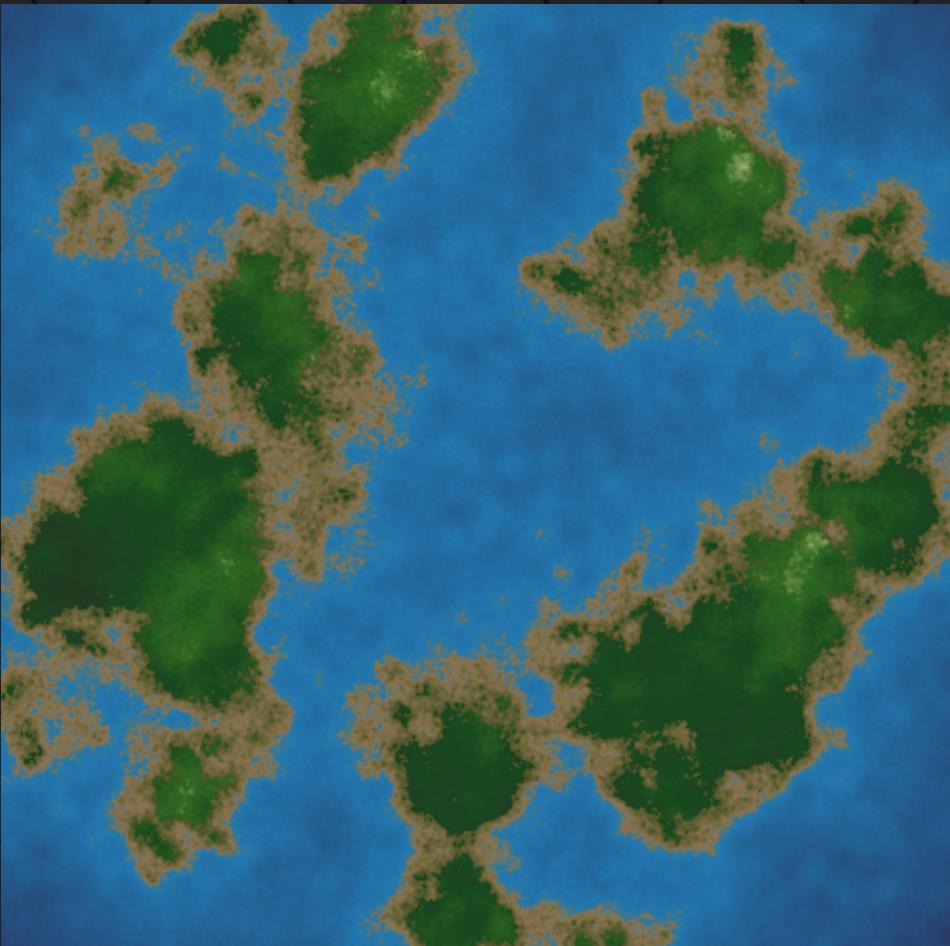


High



# Mountains

Low

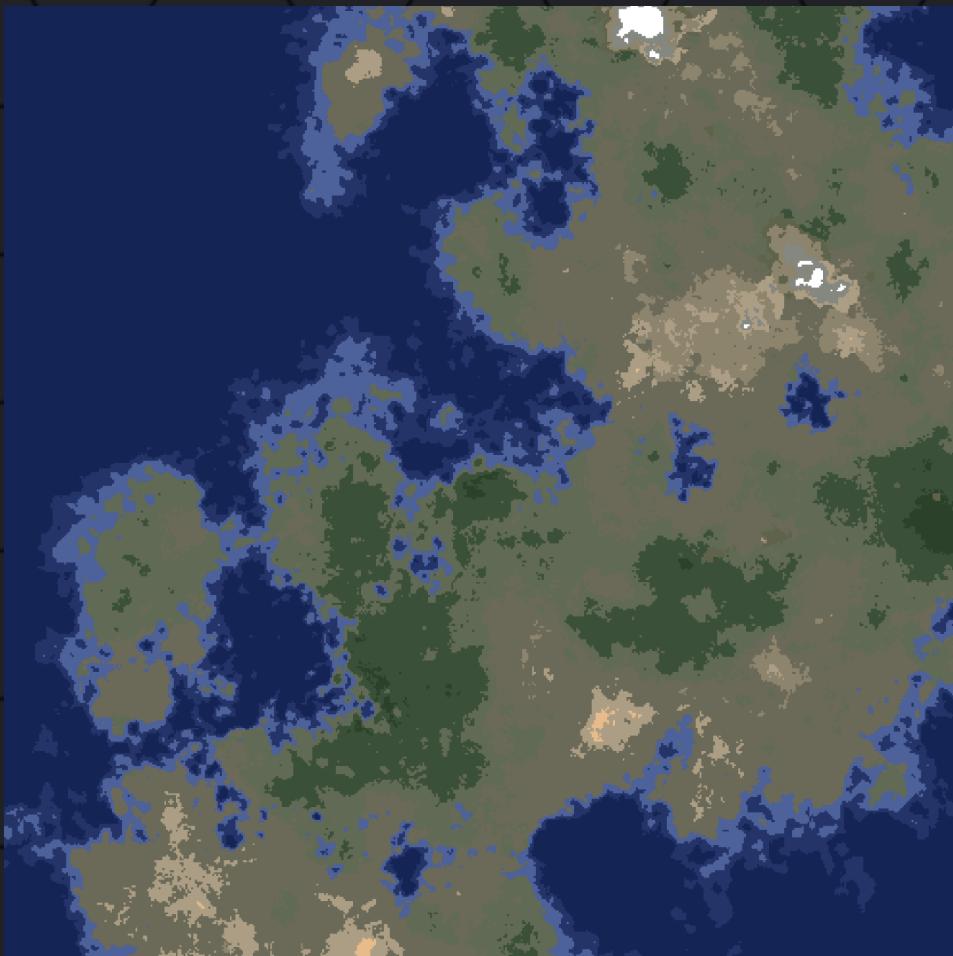


High

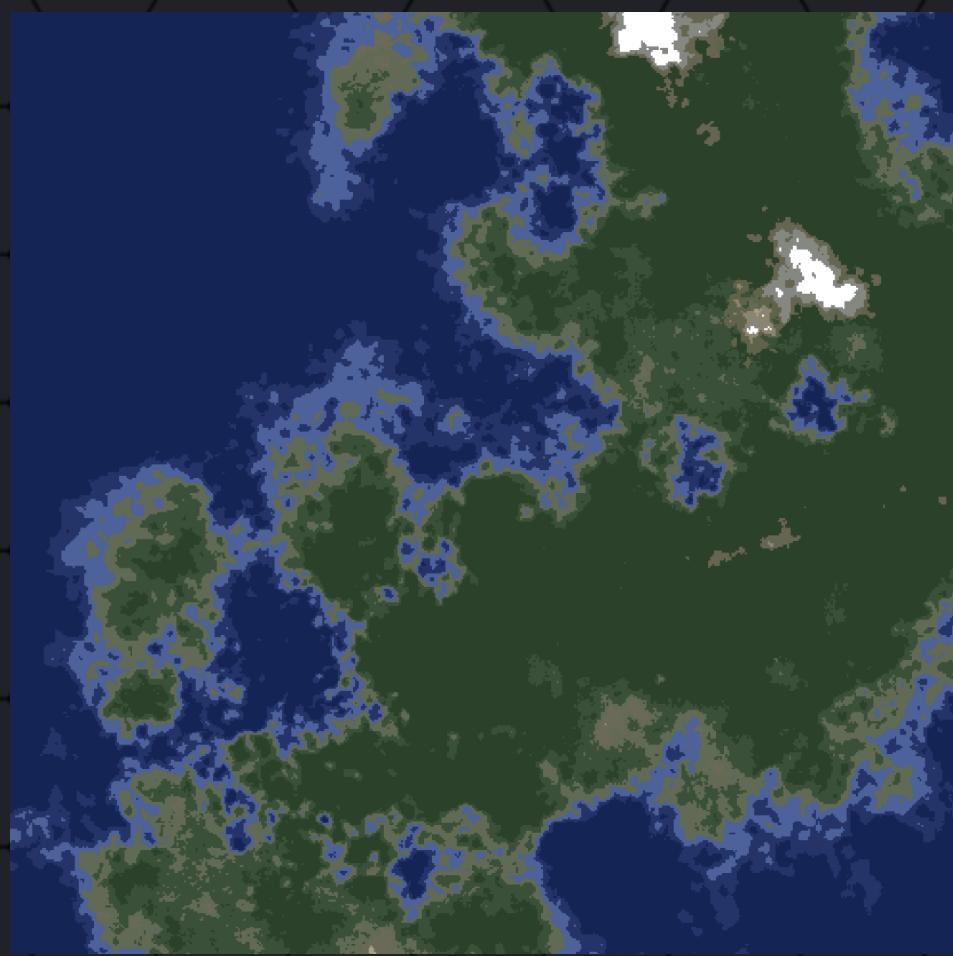


# Moisture

Low



High



# Land

Low

High

