Procedural Generation

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Random noise function vs smoothed random
Examples of procedural generation
Early 80’s CGI
Algorithm
Interpolation
Perlin noise examples
Noise combination, combining several heatmaps
Value filtering (fading or smoothing)
More filters...

\[ f(x) = x^2 \]

\[ f(x) = x^3 \]
Map generation

\[ \text{hgtMap[} \text{hgtMap} < 0.55] = 0.0 \]
Perlin worms and cave generation