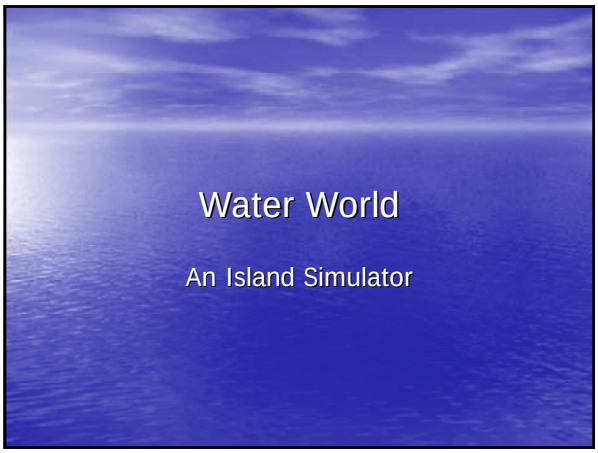

Outline

- Water
  - Ocean
  - River
- Land
  - Island
  - Mountains
  - Trees

Water (Challenges)

- Create a believable approximation of water
- Produce a model with reasonable timing
- Make the model flexible and easy to view across displays

Water (Approach)

- Create a grid of oscillating points with simple functions to determine point height
- Add exciter points that automatically move
- Allow dynamic control over attributes of the water

Water (Results)

- We produced a model that looks like a large body of moving water
- Our Solution

Land (Challenges)

- Create a 3-dimensional collection of key points
- Must be able to be rendered quickly with limited power
- Give the land the flexibility to add mountains
- Be able to find points to place trees

Land (Approach)

- Create a land plane under the water surface
- Use a height map to modify heights of points for adding islands and mountains

Land (Results)

- We produced a model that generally characterizes an island