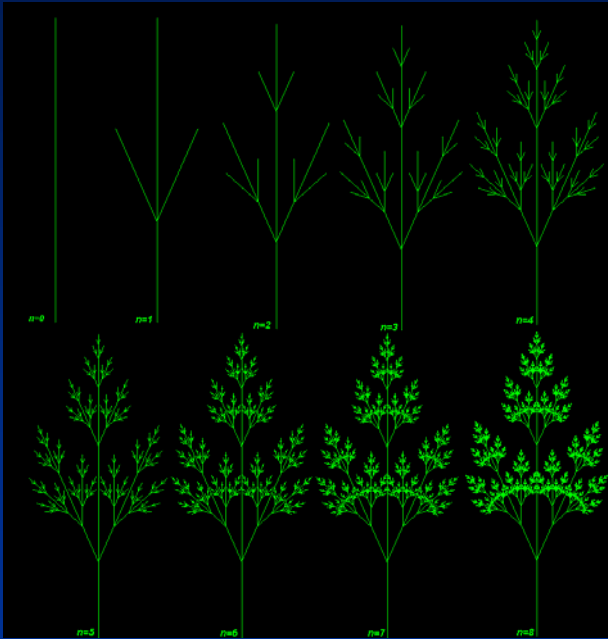


Terrain Editor

By Joshua Lai, Stephanie Jones, Chris White, and Cassandra Mazurek



- User generated terrain
 - Easy as clicking a mouse button
- FPS style camera
 - Intuitive controls
 - Optimized by lowering the amount of branches on trees that are farther away
- Randomly generated trees using L-systems
 - L-systems draw trees by representing lifelike growing patterns
- L-systems
 - Using recursive methods, trees and other shrubby can be generated
- Using Lists to Increase Efficiency
 - Putting the rendering into OpenGL lists reduces the time needed to render the trees after computation

