Terrain Editor

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- 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