Procedural Generation of Forest Environments

Background
Modelling large environments is a difficult task. A single environment can take many modeller-years to create by hand. Procedural generation is an area of computer graphics which aims to reduce work while still maintaining a high level of freedom.

Goal
Procedural methods already exist for various environments such as terrains, trees, cities and buildings. The project's goal is to create a system for the creation of forest environments.

Tree Placement
Positions of trees are determined based on environmental factors such as sunlight, water distribution and surface geometry.

Tree Generation
Meshes for trees are created using L-Systems. L-Systems allow detailed geometry to be created with minimal user interaction.

Forest Rendering

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