

Modeling in Computer Graphics

Exercise Course

25 April 2018

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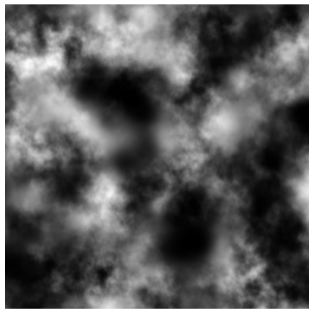
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Exercise 2

Terrain

- ▶ Create a large grid for the terrain and place it inside of the SkyBox
- ▶ Use a height map to determine the height of the grid vertices.
- ▶ calculate the normal for each vertex.



Exercise 2

- ▶ Use the normals and the light position to add shading to the terrains using e.g. phong, blinn, ...
- ▶ Texture the landscape with at least two textures (grass, stone, snow, ...). Which texture should be used can be determined e.g. on the basis of the height and the normal.
- ▶ Use noise functions (perlin, ...) instead of the height map to determine the height of the grid vertices.

Due date **30.05.2018**.