Lab # 15: Terrain

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Contemporary Computer Graphics
(CSE 621)

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26 May 2015
First run for the 'terrain' program:

Trying Fault-step algorithm with different parameters as showing:
Trying Fault-Cosine with different parameters as showing:

Trying Circles algorithm with different parameters as showing:
Here is trying the smoothing function for the previous trail:
First run for the second part of the lab
the ‘terrain/demo’ program:
After changing the few parameters in the “terrain.cpp” as quoted from the file:

```
#define heightMnt 800
#define lenghtXmnt 80
#define lenghtYmnt 80
#define stepXmnt 80.0
#define stepYmnt 80.0
#define WIDTH 840
#define HEIGHT 680
```

I got the result with a clear modification of the height and length of the drawn terrain and a noticeable change in the default speed of the drawing.