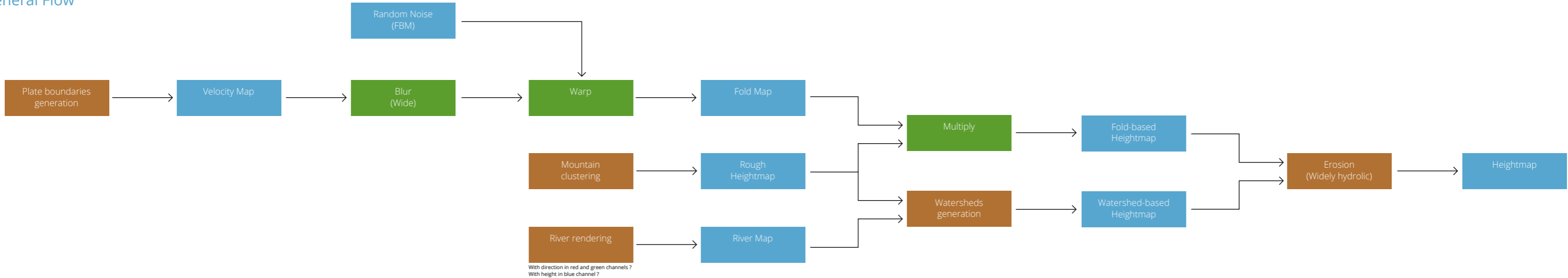


Heightmap generation

General Flow



Legend

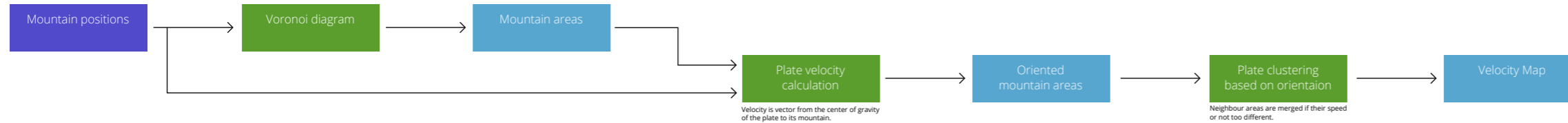
- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicated in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.

Heightmap generation

Plate boundaries generation



Legend

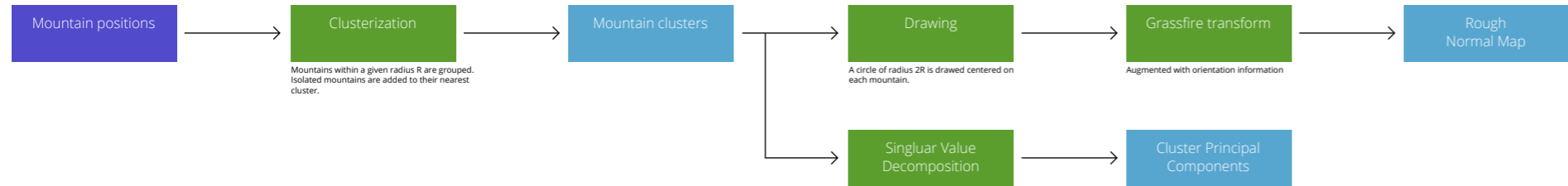
- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicited in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.

Heightmap generation

Mountain clustering



Legend

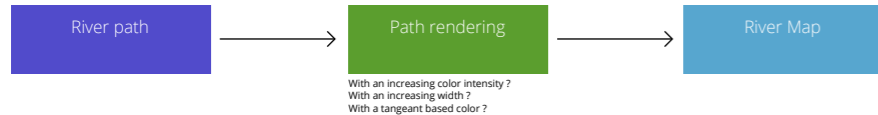
- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicited in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.

Heightmap generation

River rendering



Legend

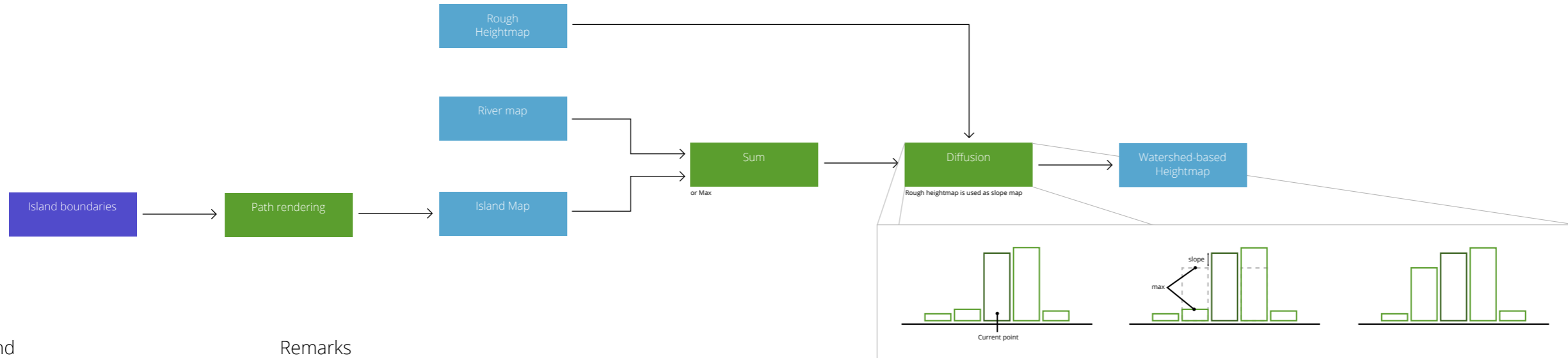
- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicited in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.

Heightmap generation

Watershed generation



Legend

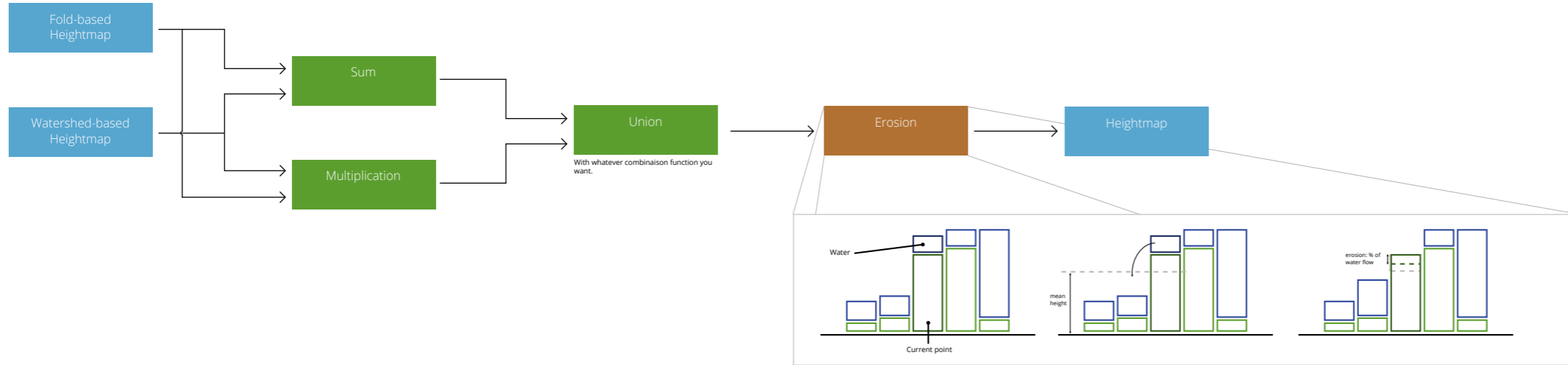
- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicated in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.

Heightmap generation

Erosion



Legend

- High level operation
- Low level operation
- State
- Program input

Remarks

- Curve and gradient transforms can be applied at any step in order to modulate map influence.
- High level operation are explicited in other diagrams.
- Heightmaps can be either simple maps or multiple layers map.
- We suppose that erosion is widely faster than plate tectonics.