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#Jenny



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Cool! I'am really happy

#Markus Jensen



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My friends are so mad that they do not know how I have all the high quality ebook which they do not!

#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

Random Fault Lines

- Repeatedly:
 - Create a line that crosses terrain
 - Add $dHeight$ offset on one side of line
 - $dHeight_t = dHeight_0 + (i/n)(dHeight_n - dHeight_0)$
 - Select random endpoints to generate line
- Compute "side of line" by plugging X, Y into line equation

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4 iterations 8 iterations
32 iterations 64 iterations

FIGURE 4.1.2 Terrain height fields created by this process.

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