



LAB 2

TILINGS

Seamless, Truchet and Wang Tilings

For this assignment, you will use the Unity3D Tiling framework we have developed at OSU. This is very flexible and complex framework so we will start small and easy. First just create a seamless tile and a tiling of your choice (triangular, regular polygon, jigsaw). Next, create a Truchet tiling. Experiment with different numbers of tiles, non-random placements, spatially varying distributions and different probabilities in selecting a tile. Finally, we will progress to Wang Tiling. An example implementation of this is already given (on Box). Oh yeah, you need to use models and not sprites (that would be way too easy!). Hand in a report that includes:

- 1) Color-coded (pretty printed) code for all main classes.
- 2) A set of images and the parameters / configuration used for each tiling. Explain how the image was generated in prose as well.
- 3) A list / description of the tiles used.
- 4) An argument on why your class allows for flexible and tunable tiling creations, or why it doesn't.
- 5) A discussion of the weaknesses of your implementations.

http://en.wikipedia.org/wiki/Truchet_tiles

http://en.wikipedia.org/wiki/Edge-matching_puzzle

<http://makezine.com/2012/02/13/math-monday-truchet-tiles/>

Department of

Computer Science and Engineering

Due Wednesday,
February 11, 2015

I see spots!

Very useful basic
building block

We will showcase
these in class, so
impress your
fellow students

This lab is worth
100 points

CSE 5194

Procedural Content
Generation for Games

<http://web.cse.ohio-state.edu/~crawfis/>

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