



LAB 1 – PART A

FUN WITH FUNCTIONS

Design your best 1D terrains

Using algebraic, trigonometric and algorithmic functions, create your four best 1D terrains. Create a report that explains:

- 1) The formula for each function.
- 2) The range and domain of each function.
- 3) Why you like each of these terrains.

Experiment with Gaussians, modulation, min/max, and compositional functions (change of variables).

I used fooplot.com to create the function above and then flood-filled in the area below the function. You can use that to “draft” a function. You will put this into a Unity script and 2D sprite to better show this. A simple Sprite population / replacement script will be given to you to show the result. You should go through the following tutorials for Unity though (please use Unity 4.6).

- <http://unity3d.com/learn/tutorials/modules/beginner/2d>
- <https://www.assetstore.unity3d.com/en/#!/content/11228>

Department of
Computer Science and Engineering

Due Monday,
 January 21, 2015

Math is Fun!

Part B will build
 upon this

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

This part is worth
 50 points

CSE 5914
 Procedural Content
 Generation for Games

[http://web.cse.ohio-
 state.edu/~crawfis/](http://web.cse.ohio-state.edu/~crawfis/)

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