

A 3D LANDSCAPE GENERATION AND RENDERING ENGINE FOR GAMES DEVELOPMENT

Prepared by: Law Hing Nyap

ABSTRACT

The project explores computer graphic techniques in order to create a reusable games development tools, the 3D landscape engine. 3D computer games, an interesting subject that active and developing recently in this few years. The underlay opportunities in this subject lead the born of this proposed title. This project addressed to the games development process to incorporate with the rapid application development idea. The deliverables of this project will be the landscape engine and a complete documentation corresponding to the literature review and development process of the system.