

Height-Mapped Terrain

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Pre-Reqs

Familiarity with terms and concepts from Linear Algebra, including the ideas behind vectors and vector spaces.

Notation

Vectors AND points in bold, i.e. \mathbf{u} or \mathbf{n} . I leave it to the reader to discern from the context whether the object is a point or a vector. Scalars will be weighted normally, that is un-bolded. Often I will refer to a vector \mathbf{u} , and then shortly afterward refer to its components as u_x, u_y, u_z , etc.

The Basics

[DRAFT – NOT FINISHED]