

Breiðamerkurjökull 2121 methodological development

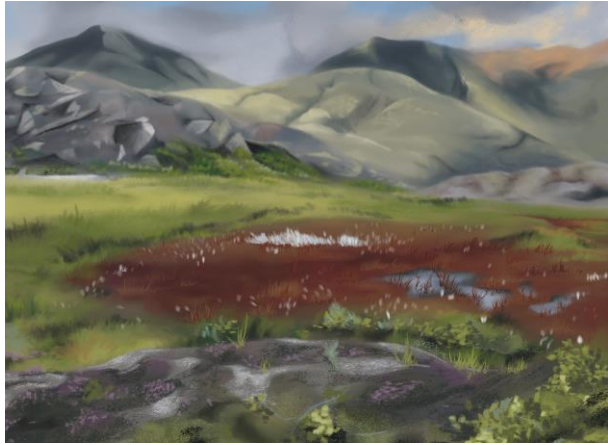
Kieran Baxter, Rany Bechara & Alice Watterson

Procedurally generating high fidelity landscape
visualisation from sparse digital elevation models

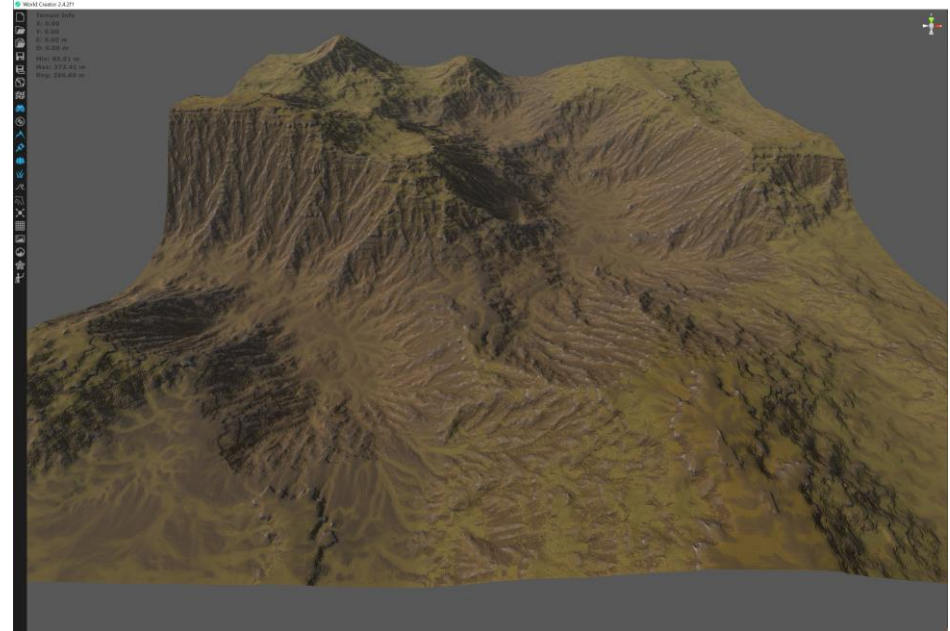
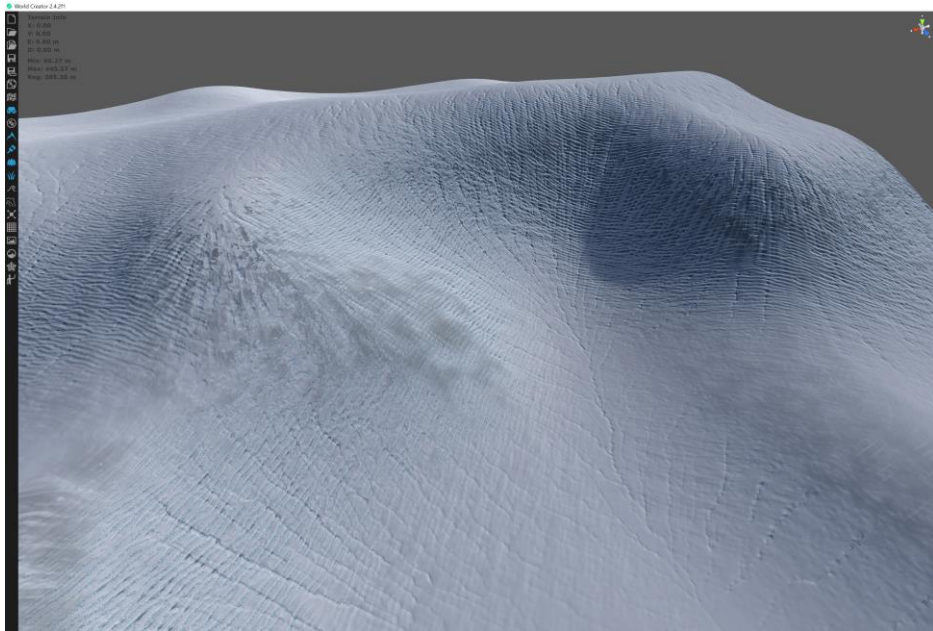
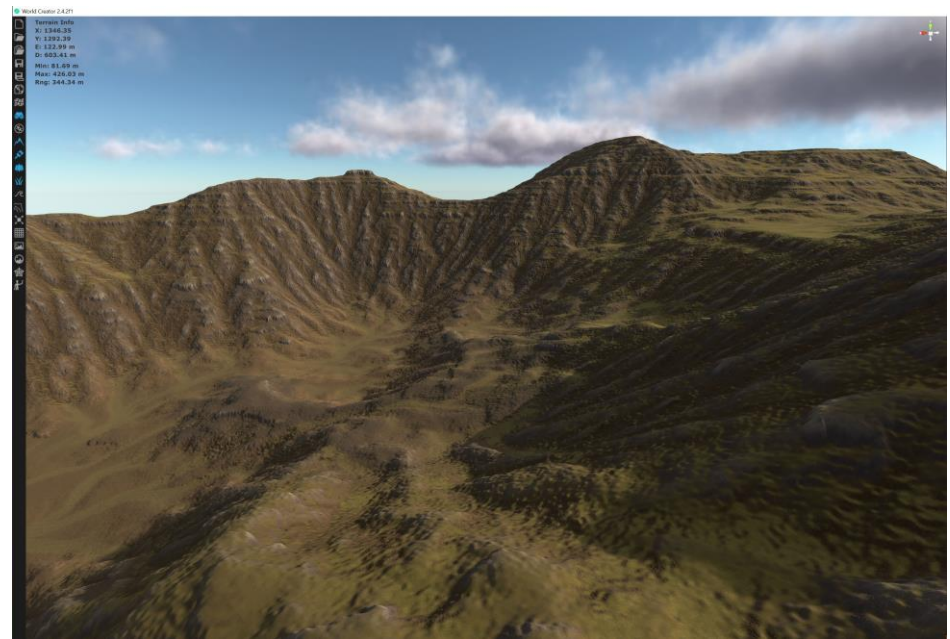
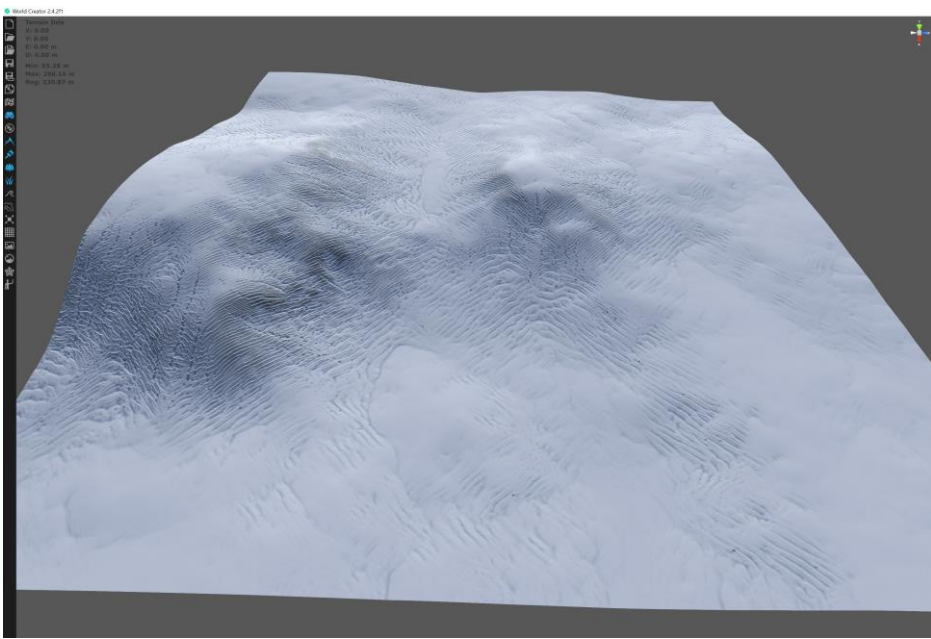
RANNSÓKNASETUR Á HORNAFIRÐI



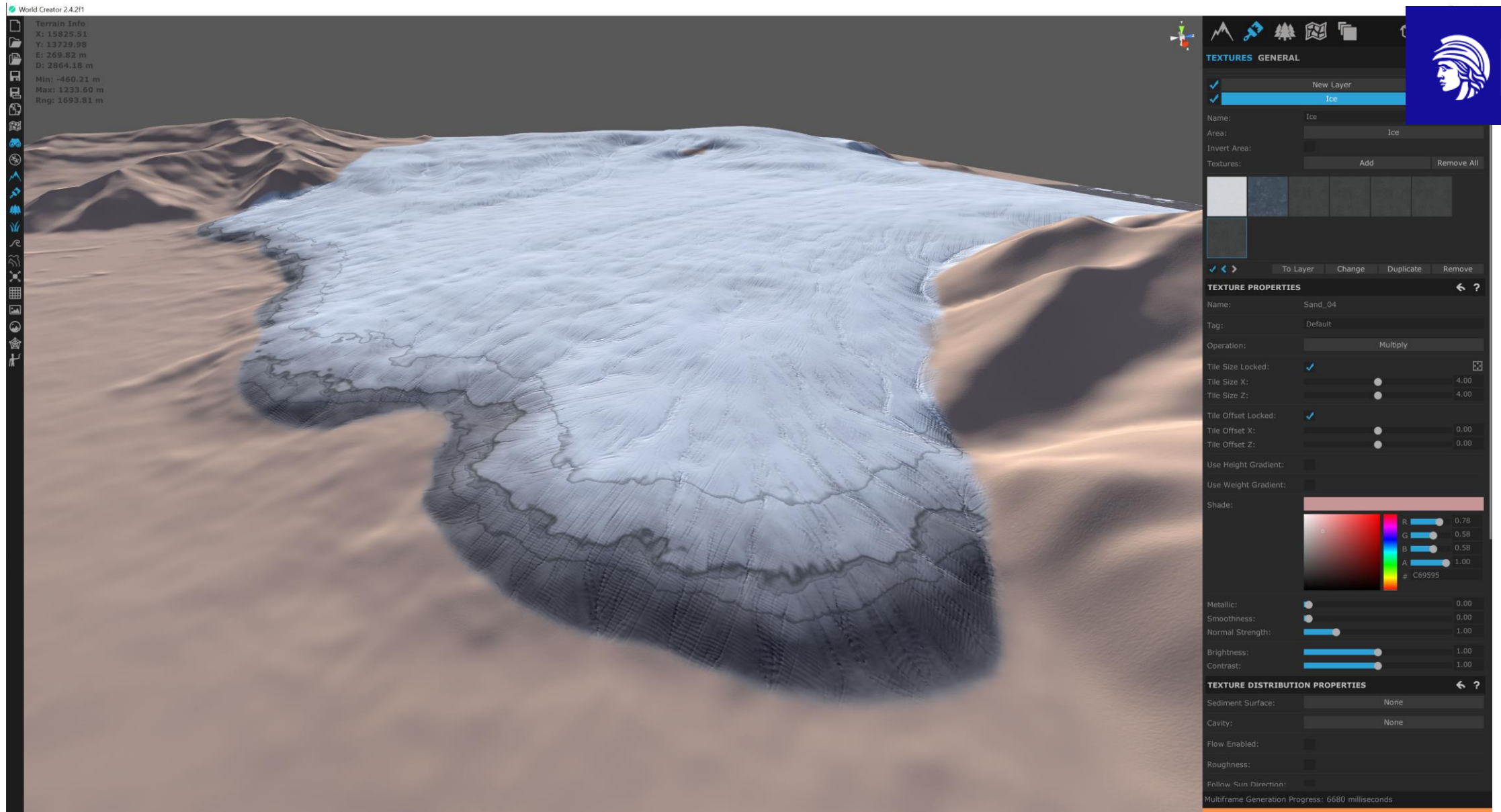
Reference photography – post-glacial flora reclamation in Iceland and Scotland – Kieran Baxter



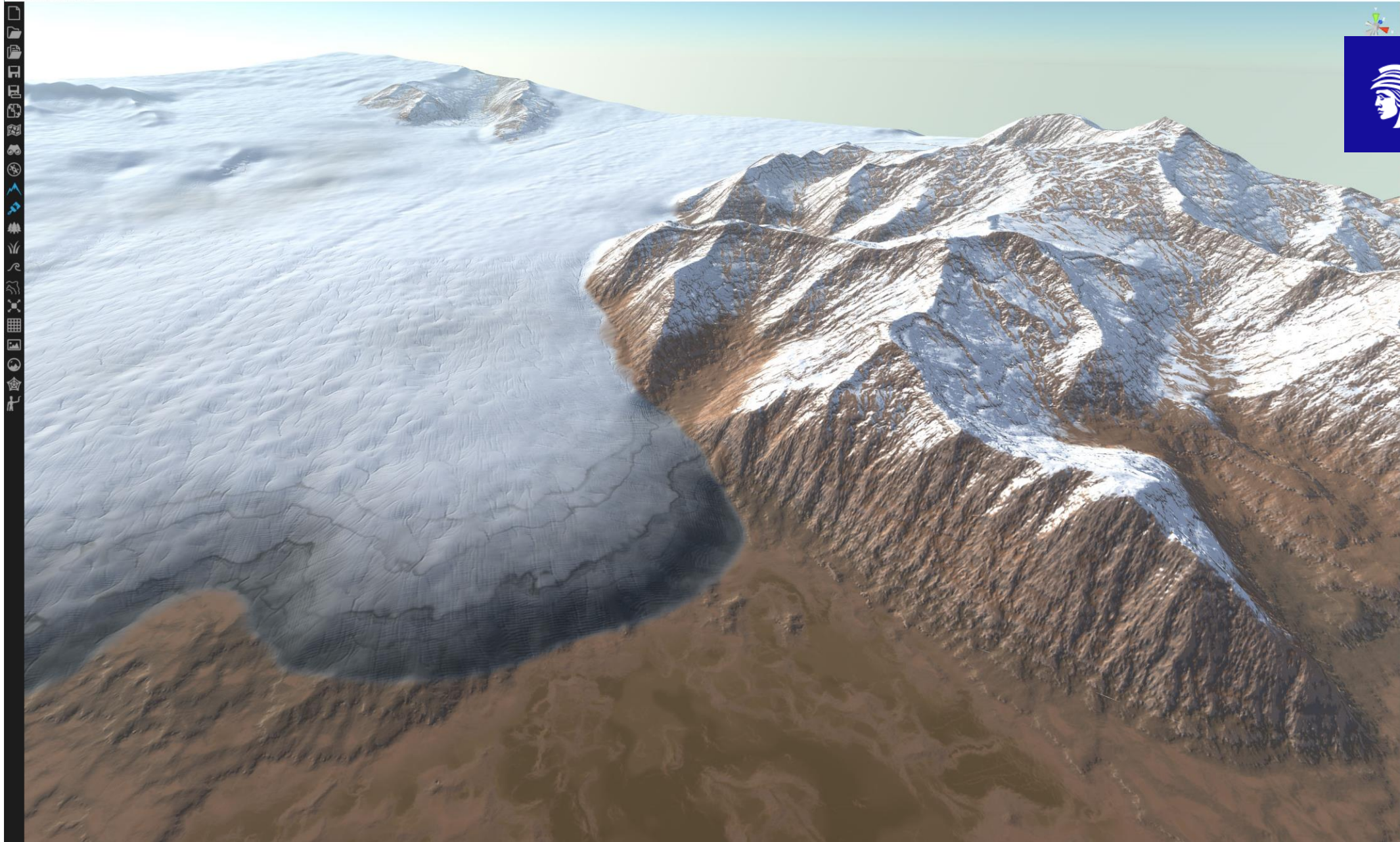
Colour study and visual development – Alice Watterson



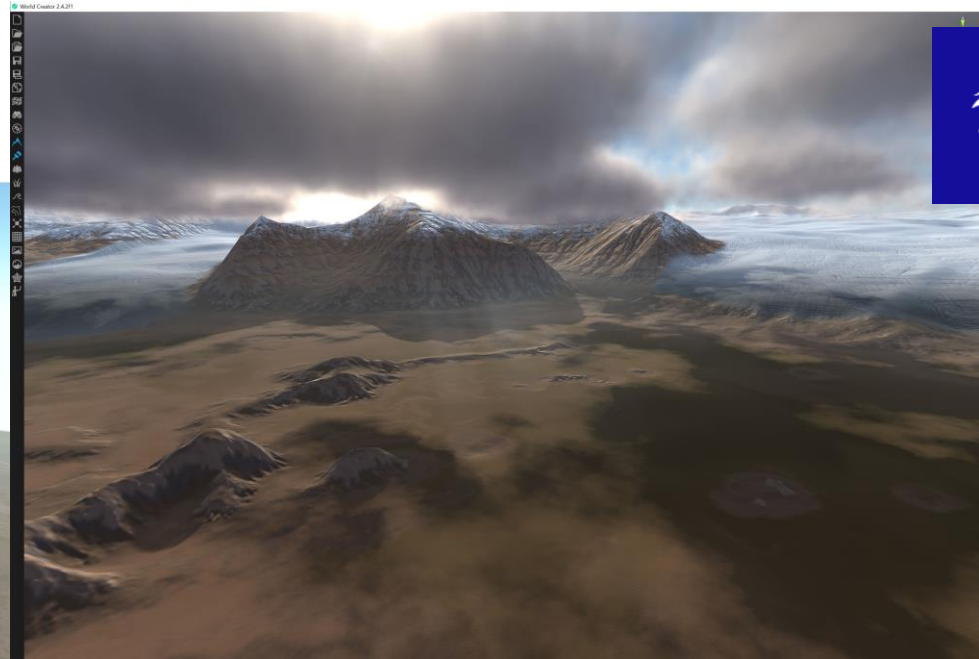
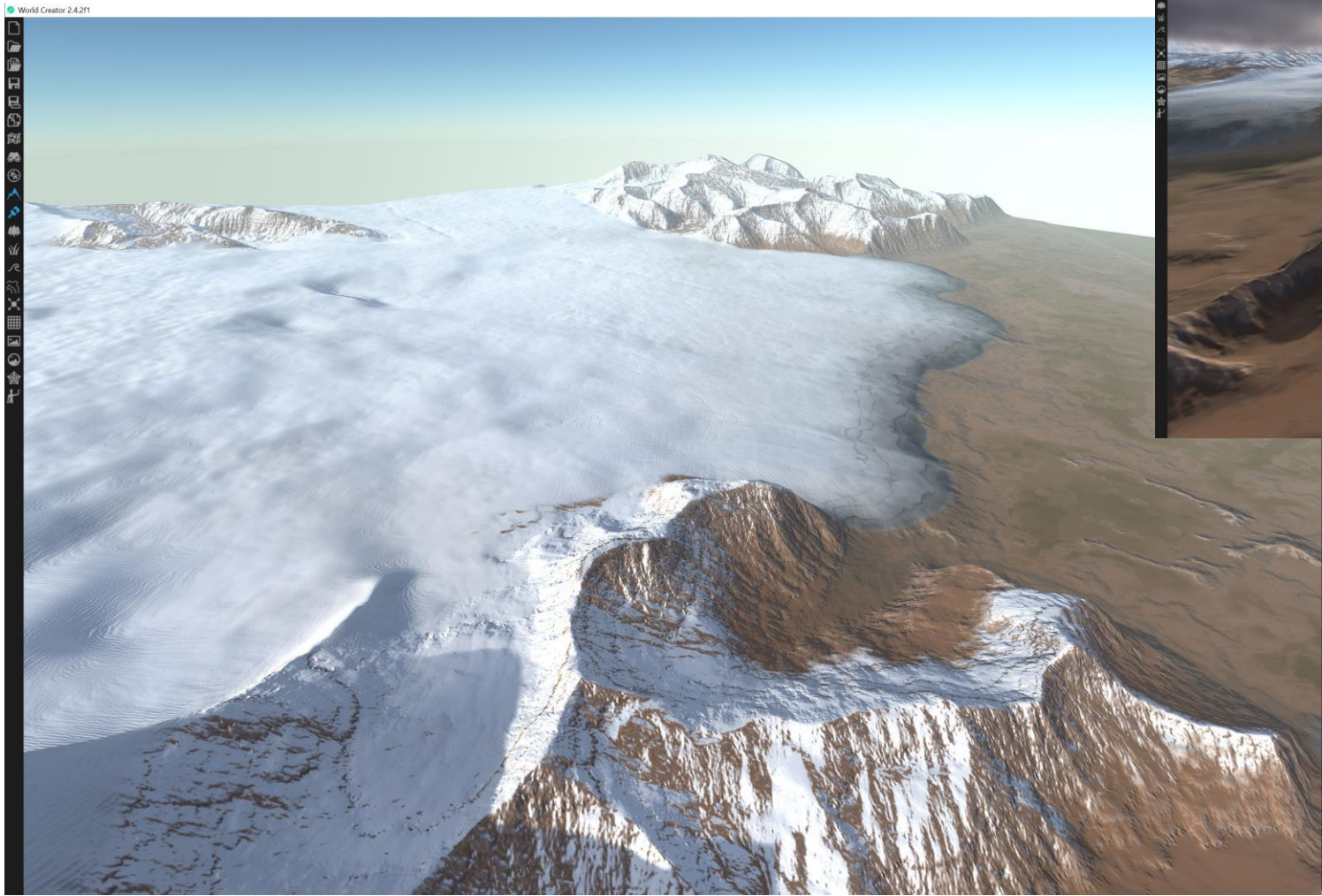
Technical concept tests – procedurally generated landscape texture – Kieran Baxter



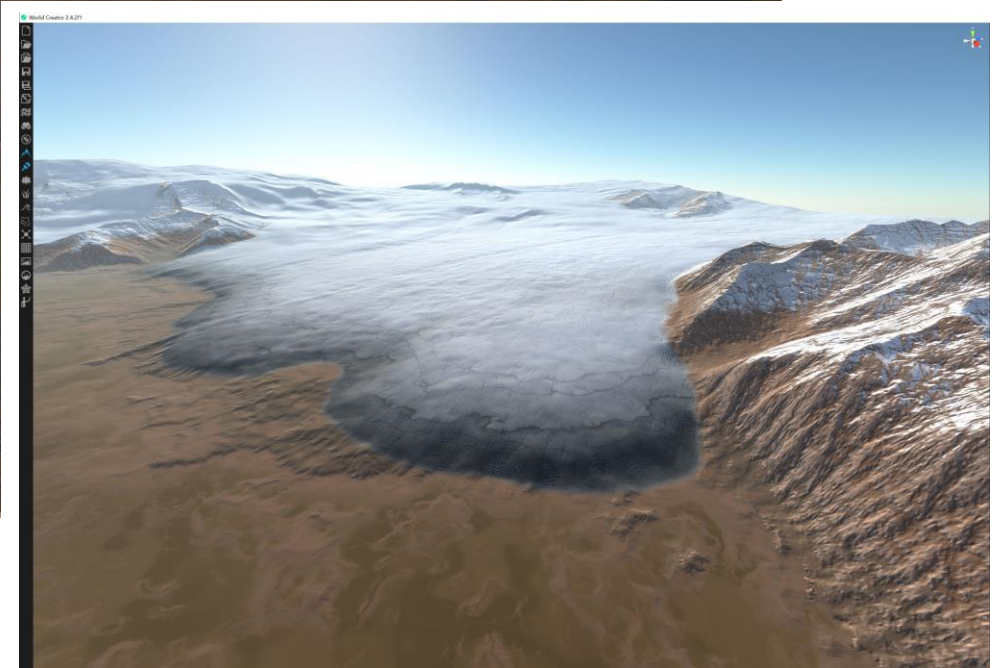
Technical concept test – Glacier ice and tephra layers – Kieran Baxter

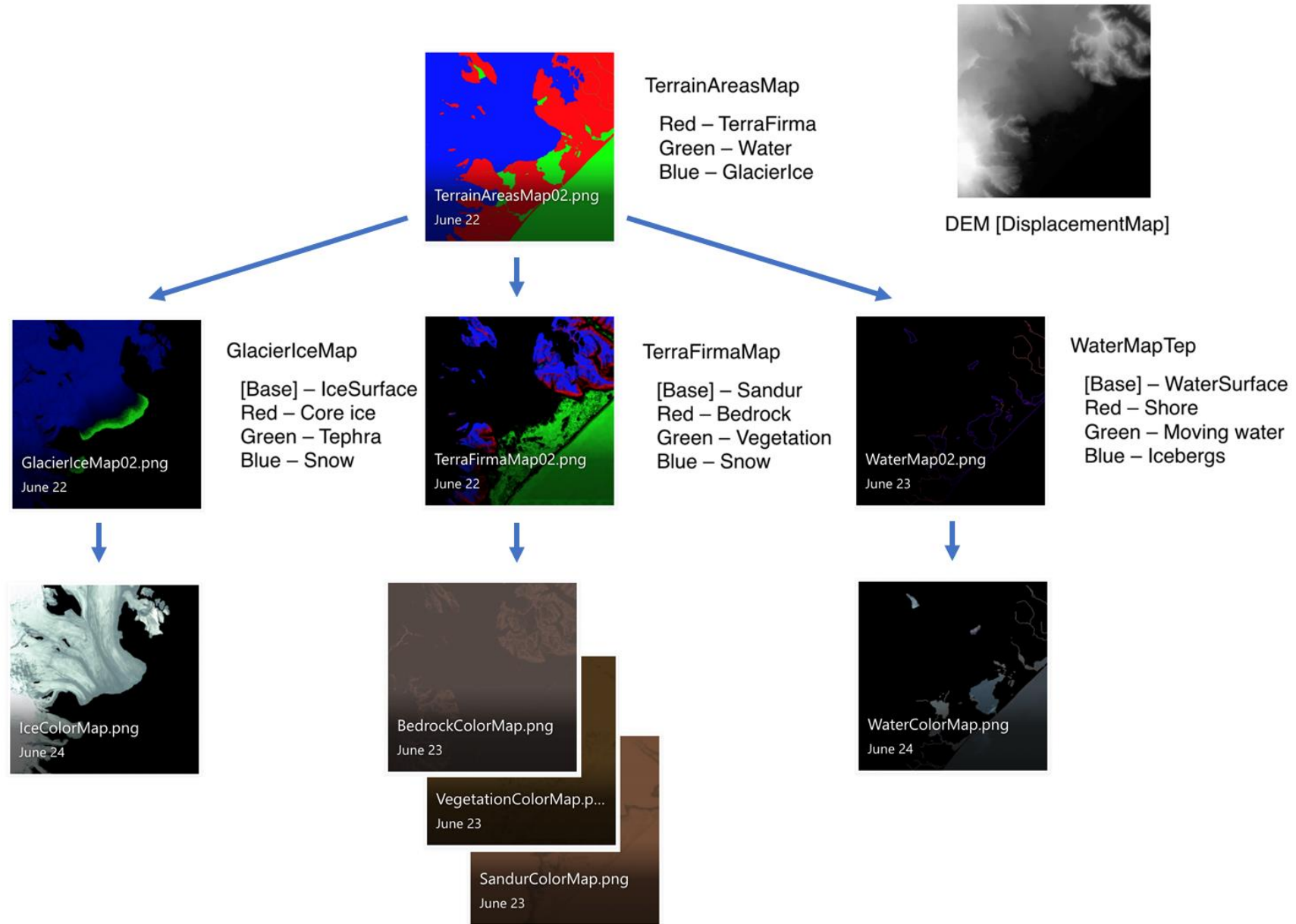


Technical concept test – Combined ice, snow and terra-firma (without water)



Technical concept tests

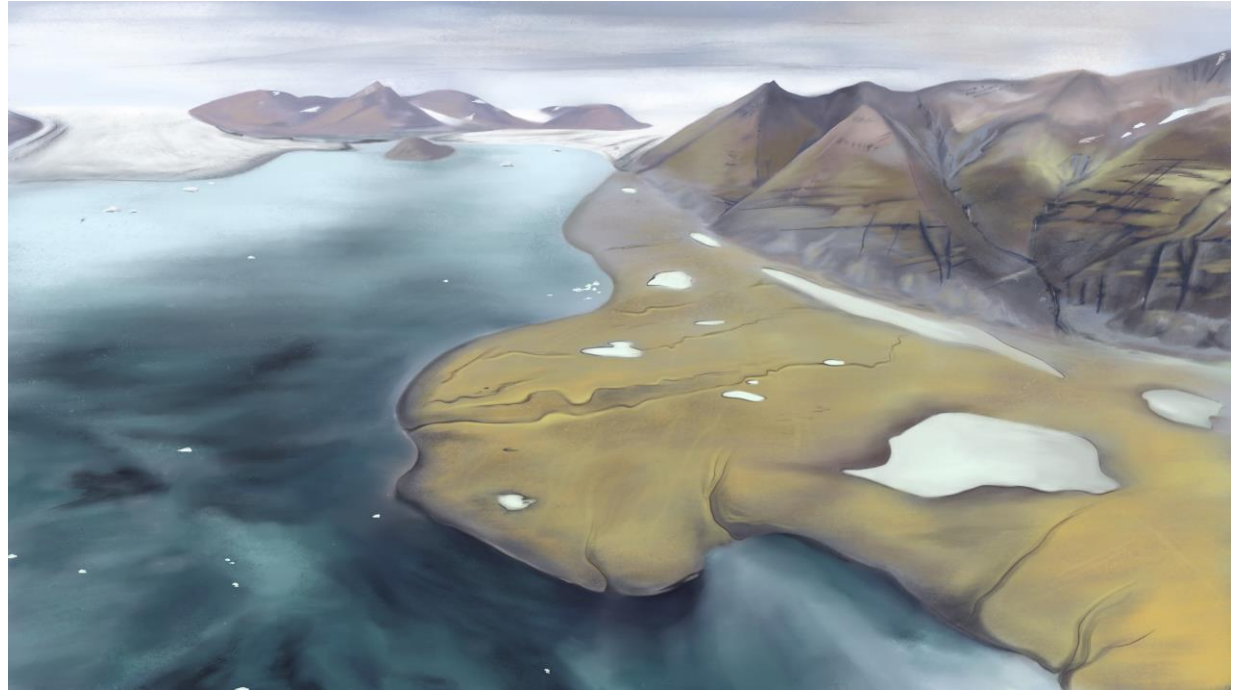
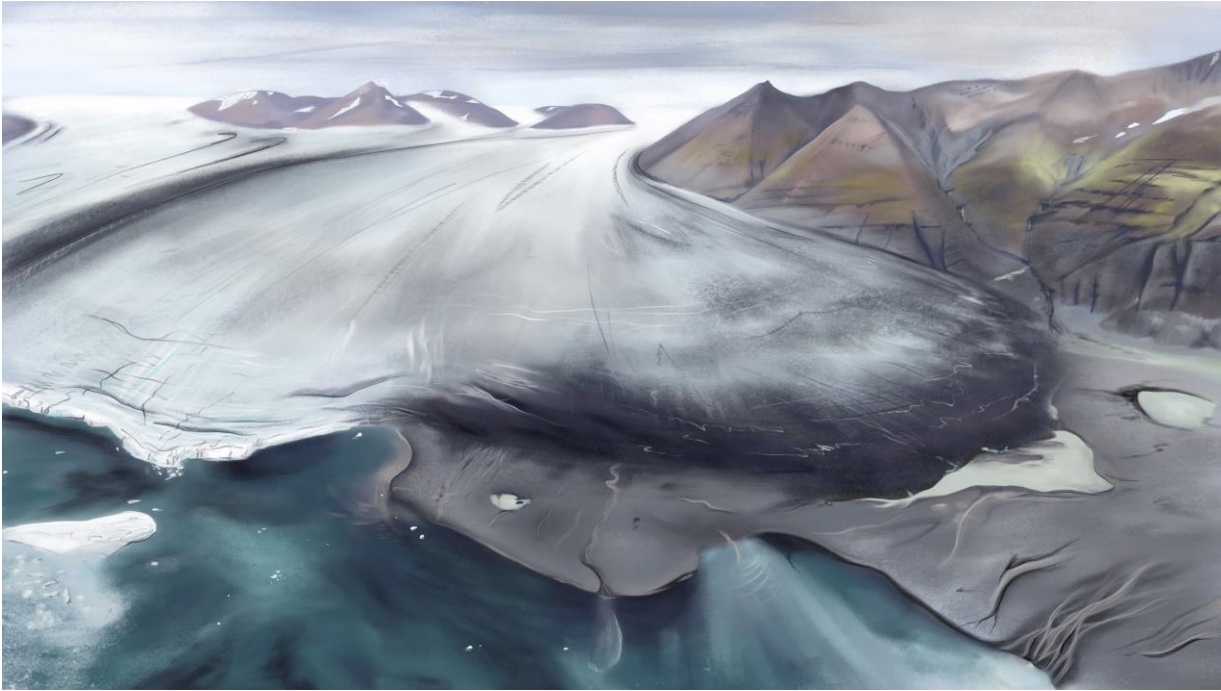




Final map/mask structure for 3D rendering



Render tests with water, lighting and atmosphere – Rany Bechara



Before/after concept painting – Alice Watterson