

VRSspace.org - Feature #99

terrain editor

12/29/2021 01:47 PM - Josip Almasi

Status:	Closed	Start date:	12/29/2021
Priority:	Normal	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
like in minecraft - dig - plus another totally original feature: raise!			
https://doc.babylonjs.com/extensions/dynamicTerrains#map-creation-from-a-height-map			

History

#1 - 02/06/2022 06:55 PM - Nick Naglich

Josip Almasi wrote:

like in minecraft - dig - plus another totally original feature: raise!

Would this be a voxel like feature?

#2 - 02/07/2022 01:38 PM - Josip Almasi

Nah, just a way to deform a mesh. Likely to be implemented using babylon dynamic terrain extension, <https://doc.babylonjs.com/extensions/dynamicTerrains>

So far we have only one application of it, randomized desert, used in aladin and persian city:

<https://github.com/jalmasi/vrspace/blob/master/babylon/js/ui/terrain-desert.js>

#3 - 09/20/2022 12:50 PM - Josip Almasi

- Description updated

#4 - 10/01/2022 08:01 PM - Josip Almasi

- Status changed from New to In Progress

- Assignee set to Josip Almasi

#5 - 01/25/2023 01:37 PM - Josip Almasi

Terrain class, terrain-editor-test.html: <https://www.youtube.com/watch?v=Et40MrChYQ4>

#6 - 01/25/2023 01:37 PM - Josip Almasi

- Status changed from In Progress to Closed