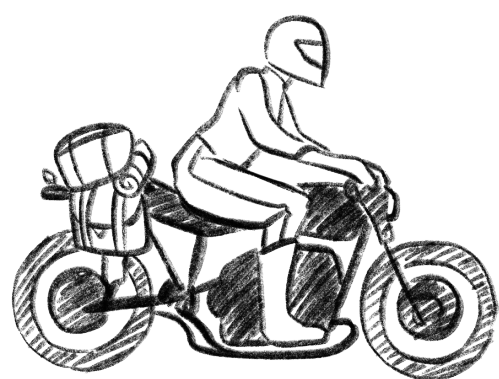


NORR

ARTBOOK / MARIE GÜNTHER



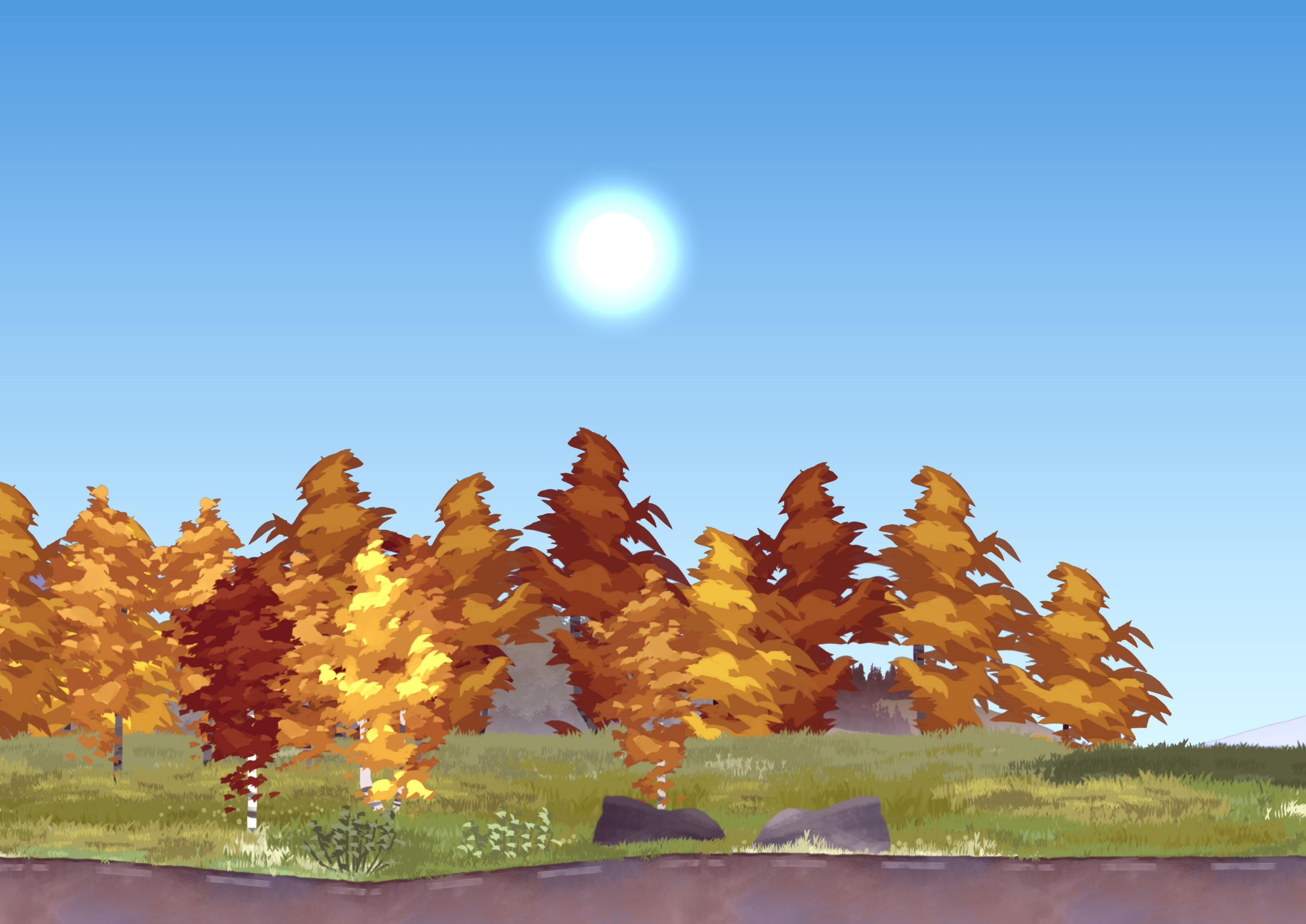
INTRODUCTION

Procedural generation is a powerful process for every game designer. Small and big companies can profit from the unlimited content, created by a bit of randomness and some rules. It can create challenging and unique levels for each playthrough in roguelite games, which offer a new experience everytime you play. Or it can create whole worlds for ambitious projects even on a planetary scale. In each use case procedurally generated content offers new advantages, if the game designers and programers are able to tame the chaos. It takes lots of work to define all rules to achieve the result one imagined, but once the work is done it usually can be expanded easily and provides large amounts of content for the players.

I think the process to design such procedural generation is extremely interesting and valuable for my future as a game developer, therefore I wanted to include this in my project.

Another idea came to me when I played a 2D game about exploration. I loved the feeling of wonder and wanted to create my own take on this idea. The curiosity of exploring a new country with its unique nature and landscape was a vision I tried to implement in my project. This works especially well with procedural generation, so I decided to build my bachelor project around this topic.

It was a big challenge to combine tech and art but I am really happy with the result.

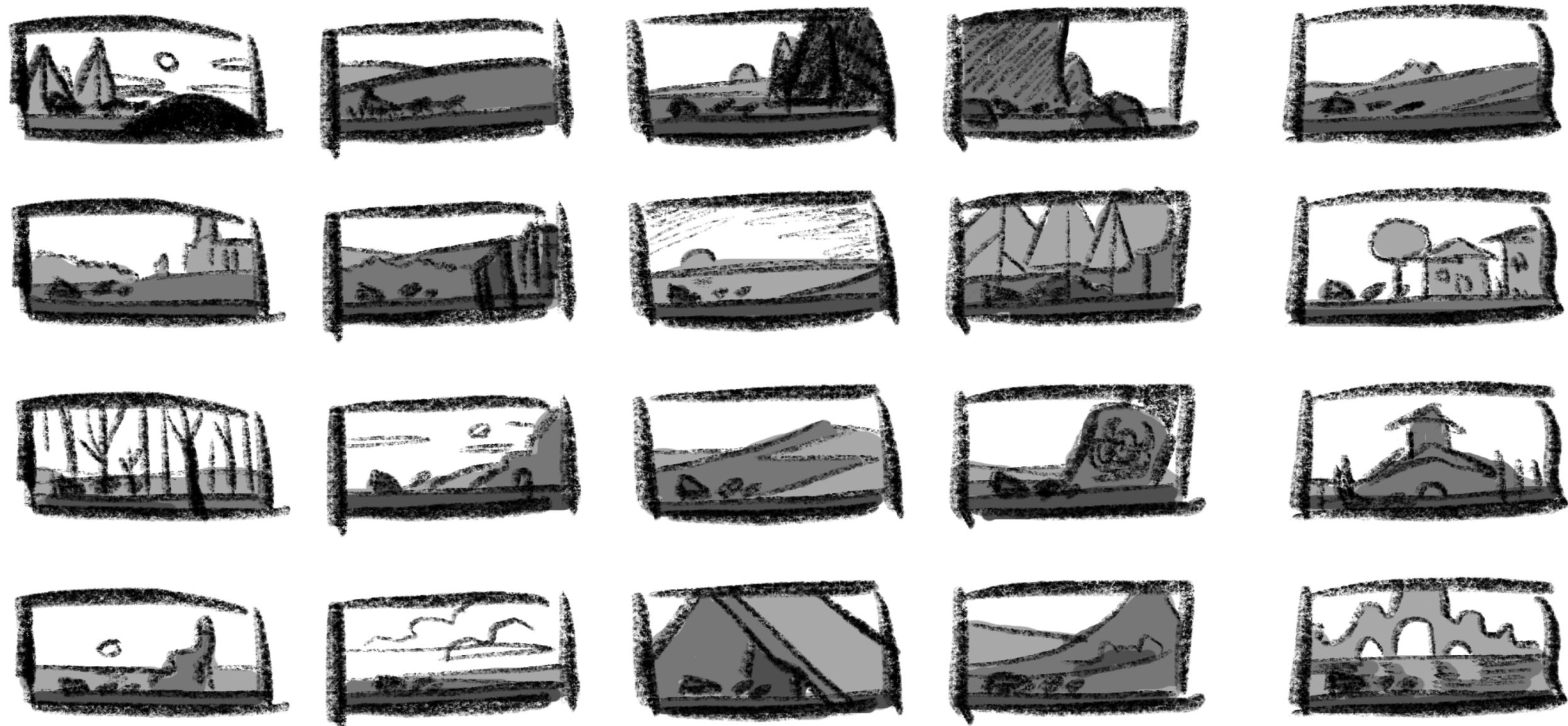


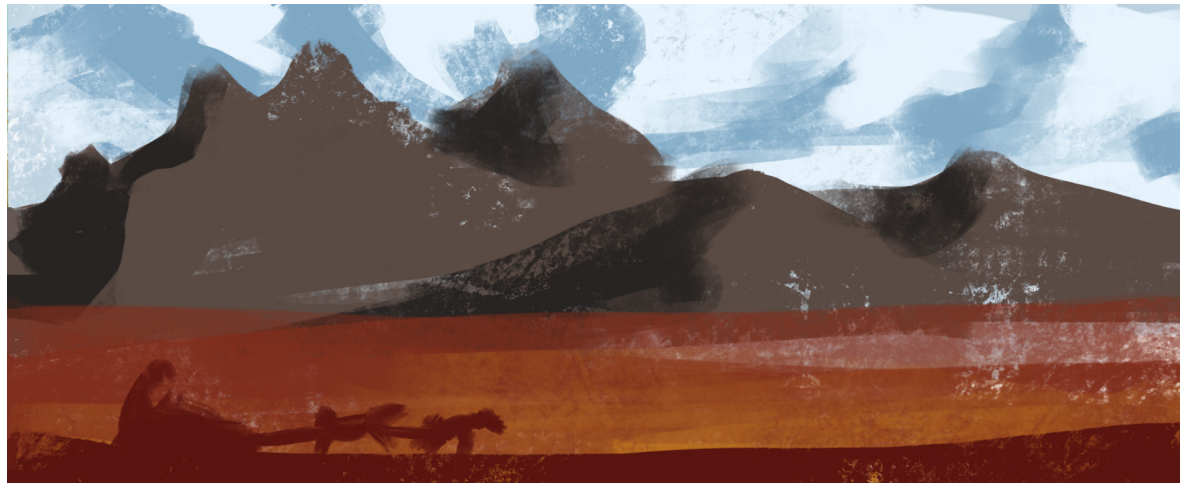
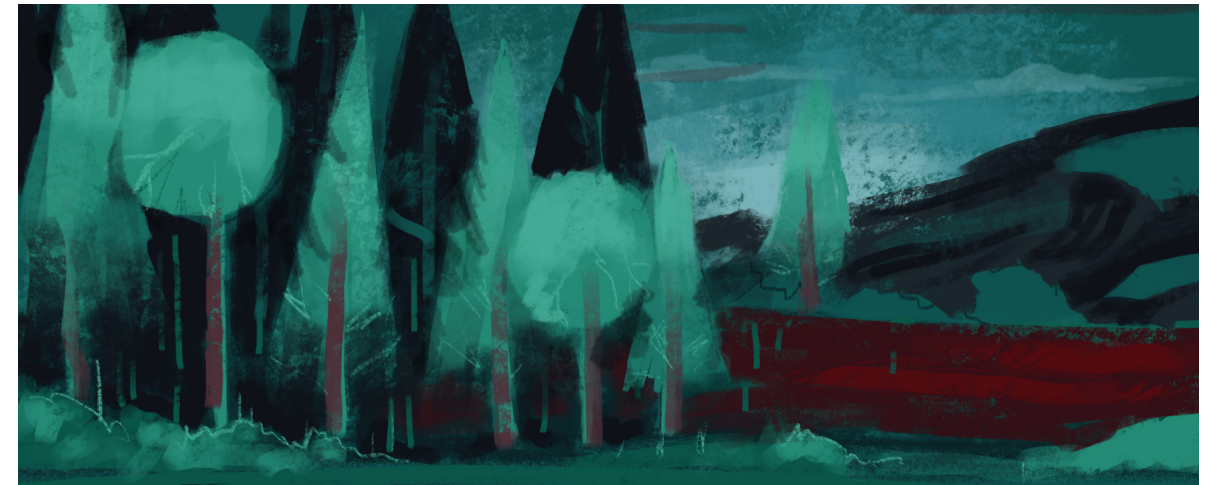




WORKFLOW

THUMBNAILS

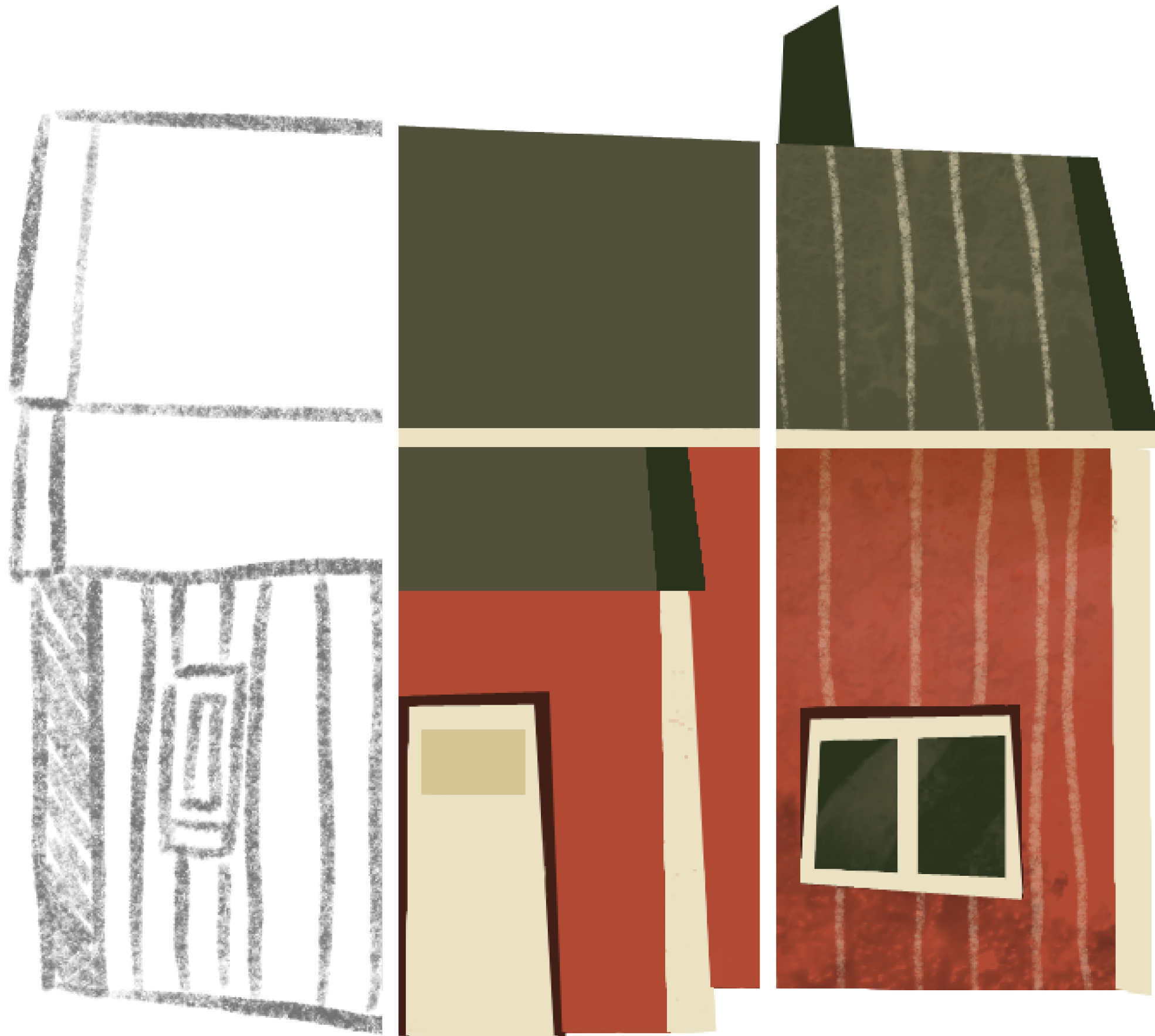




HOUSES

Häuser

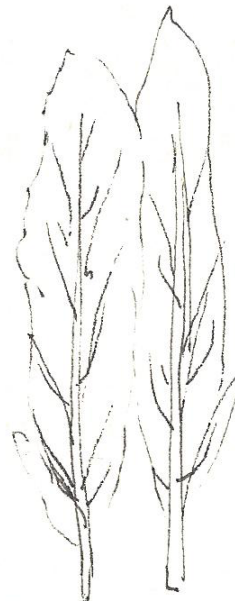




Bäume und Natur



Birke



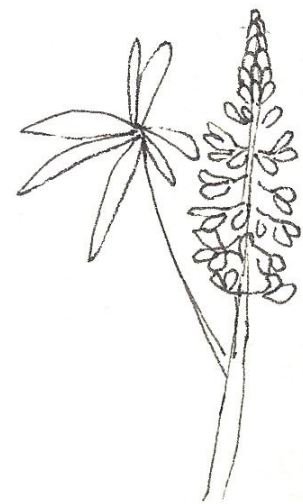
Espe



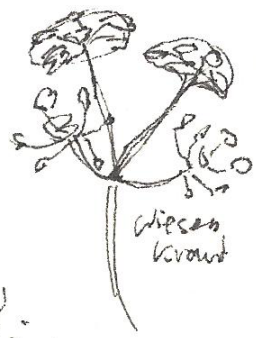
Fichte



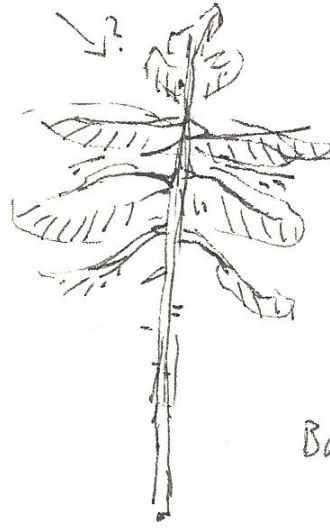
Kiefer



Apfel/Kirsche
in Gärten



kleines
Kraut



kleiner
Nadel-
baum



alter
Baumstamm



Farn



Kraut



Stein







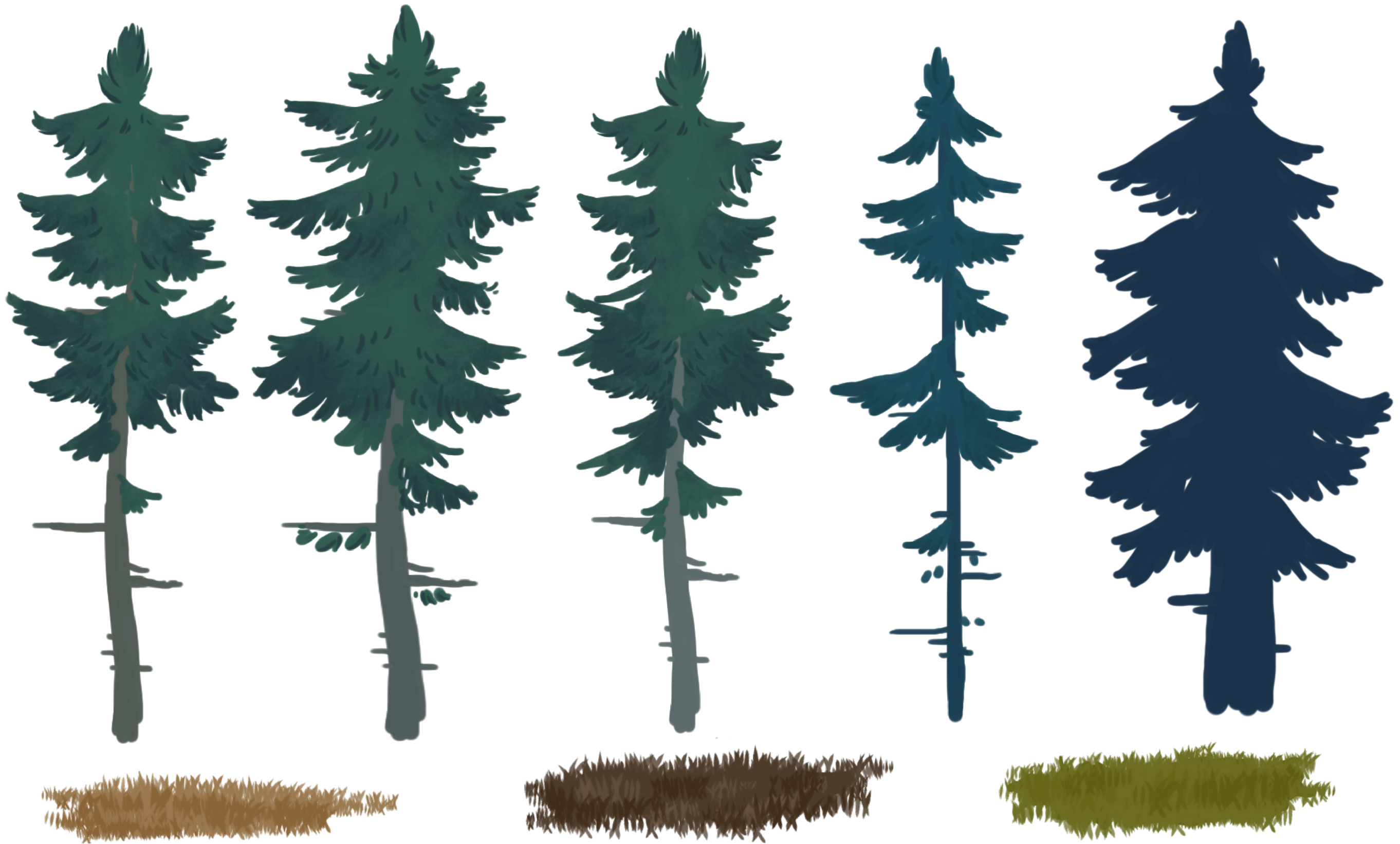


FOREST





DARK FOREST



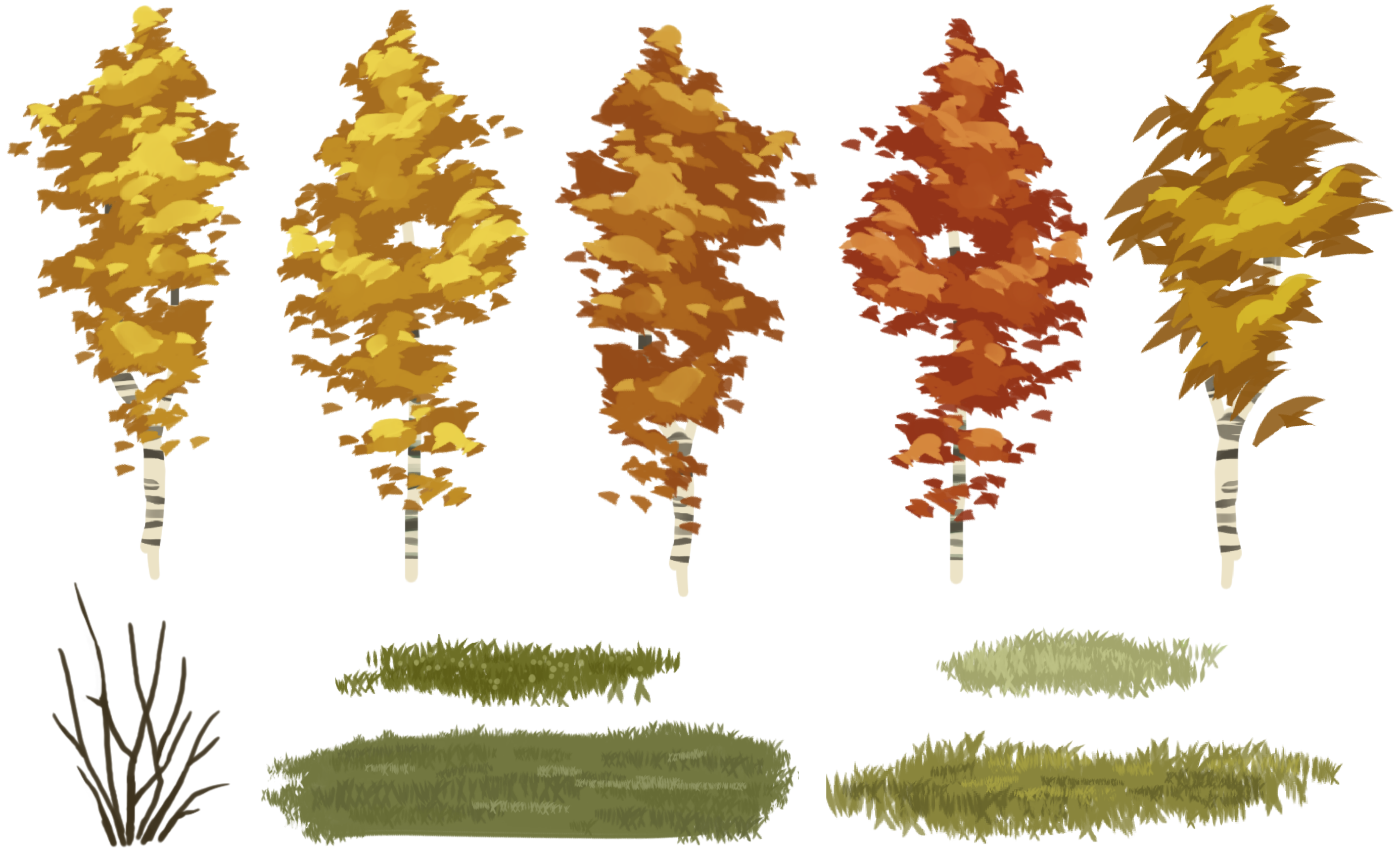


BIRK FOREST





ORANGE BIRK FOREST



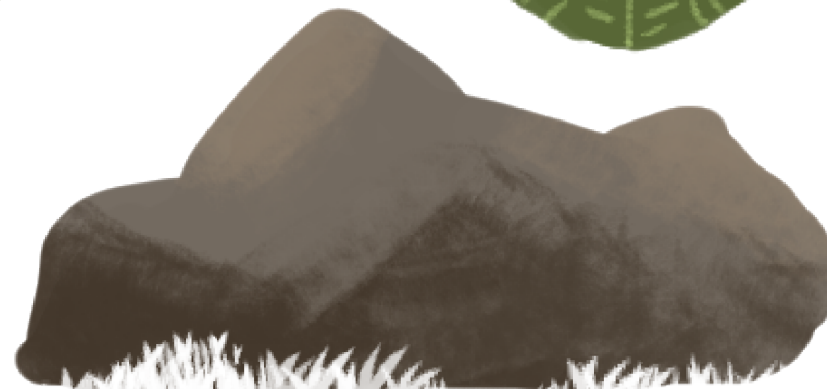
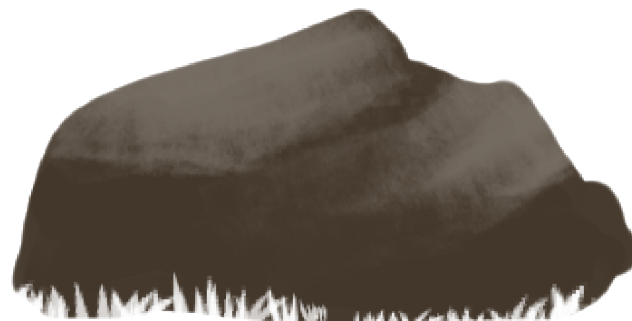
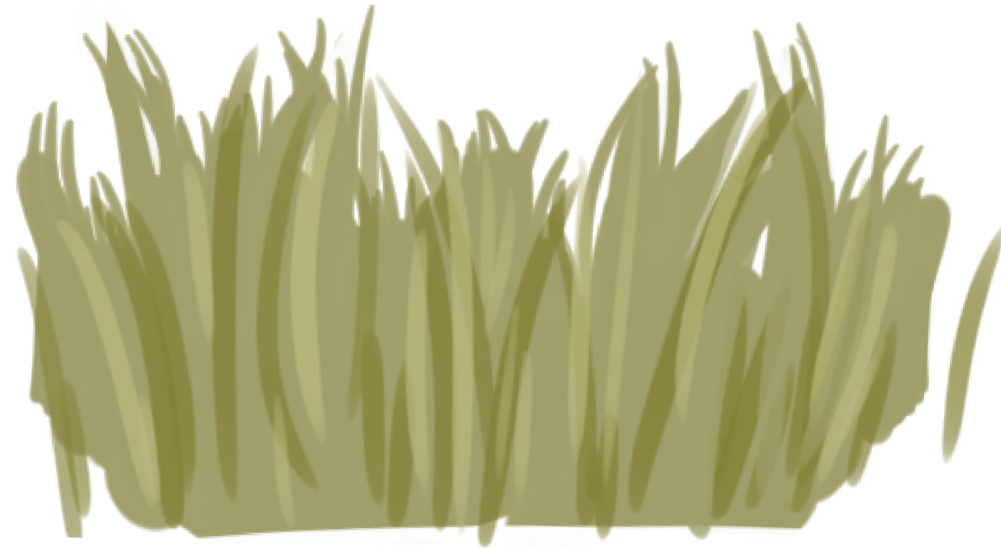


BARE FOREST





FIELD



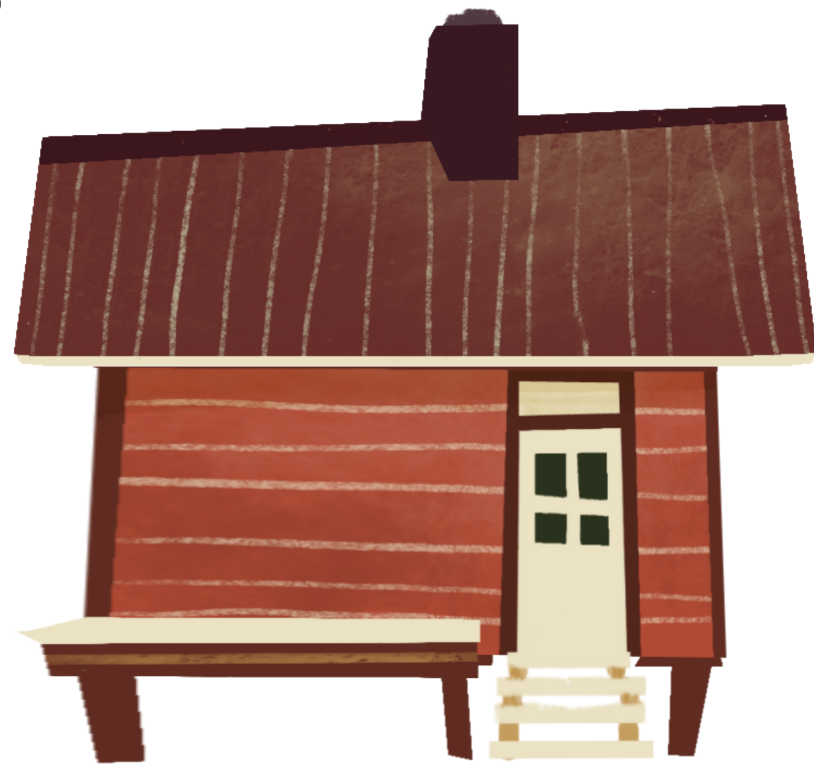


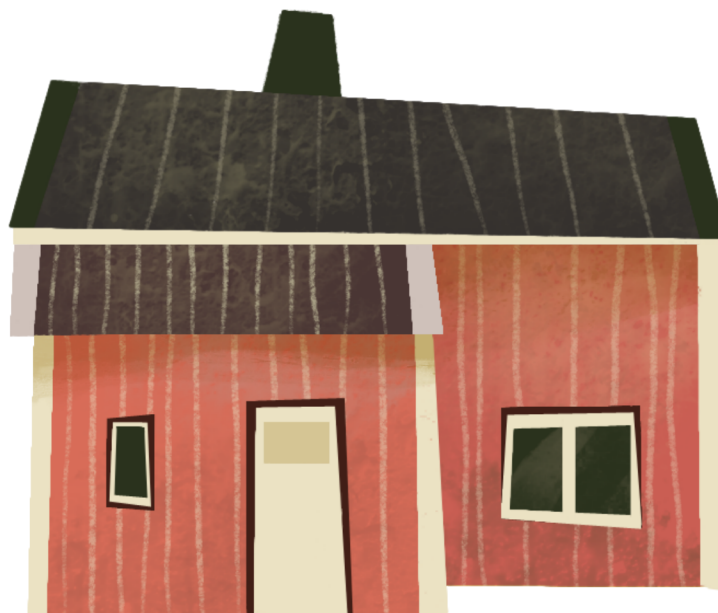
CLEAR CUTTING



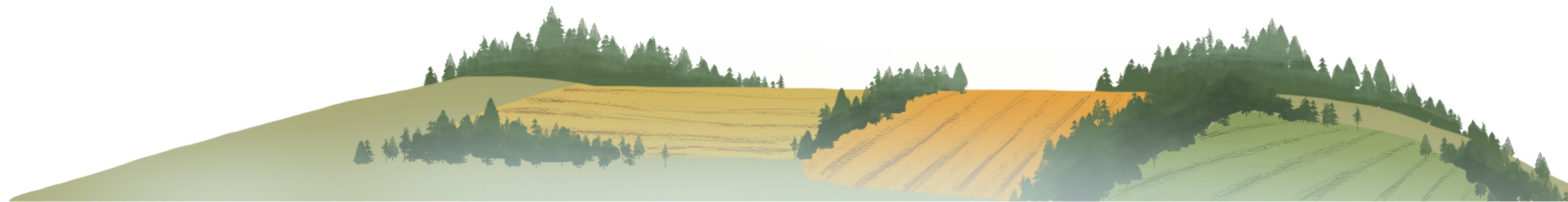
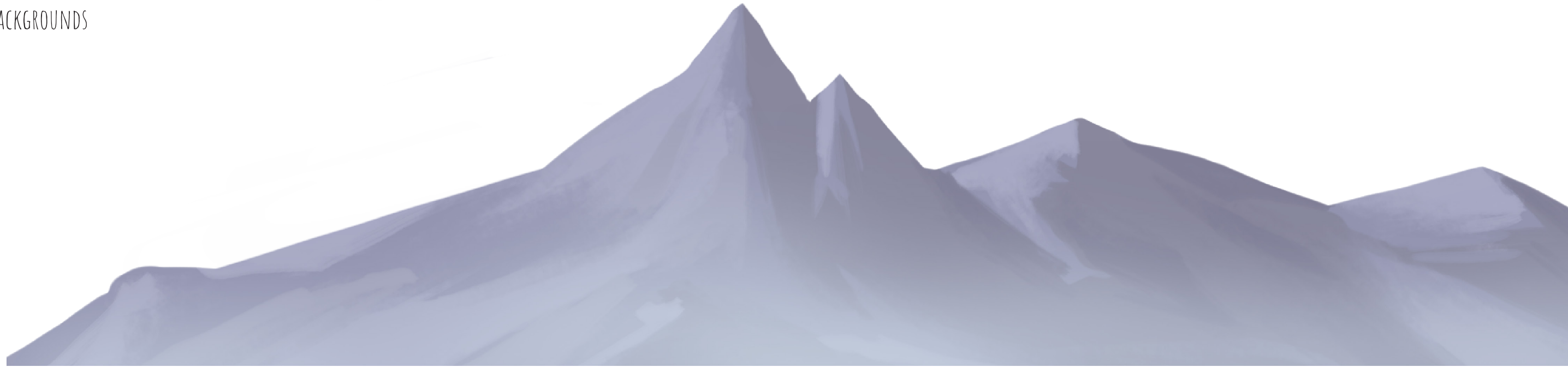


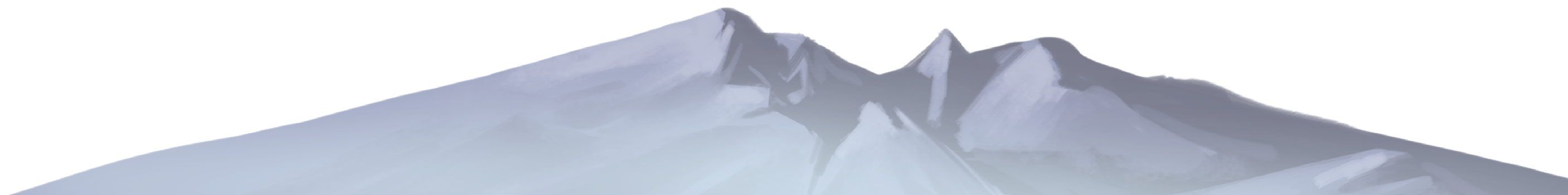
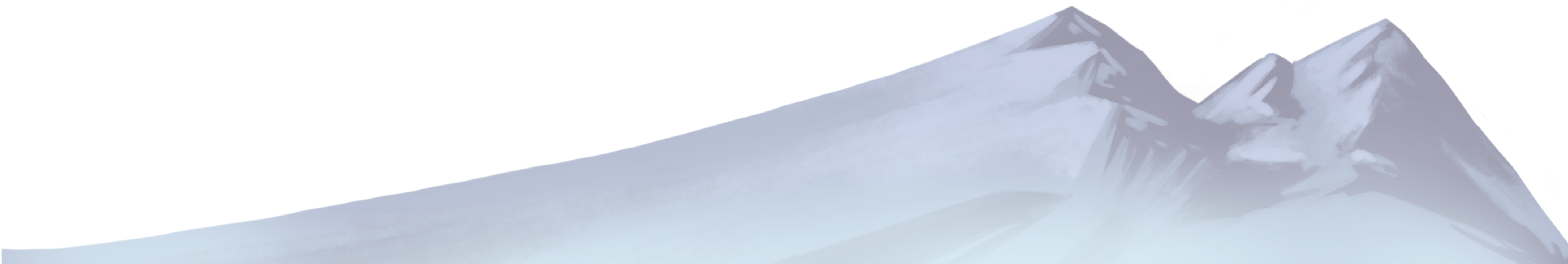
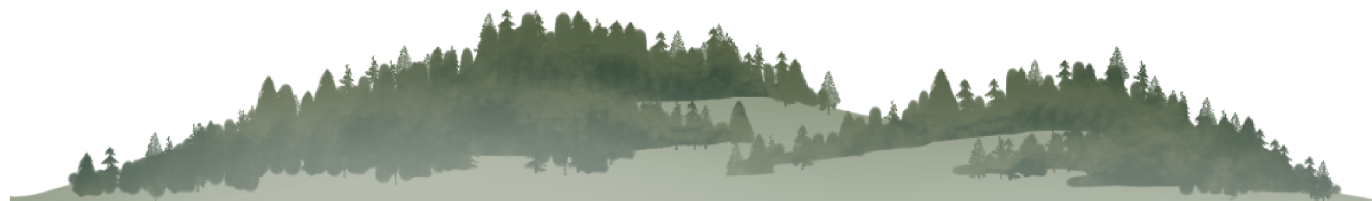
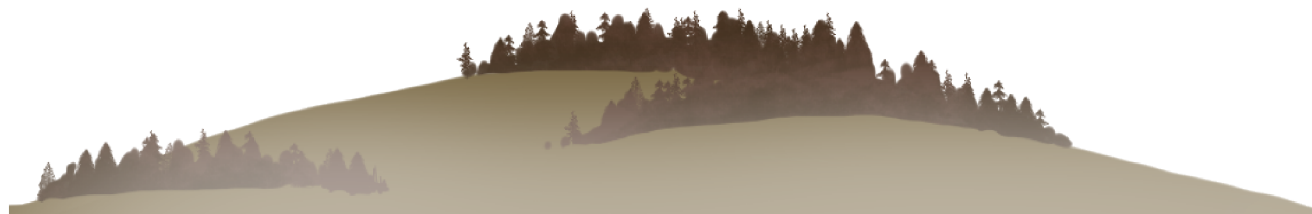
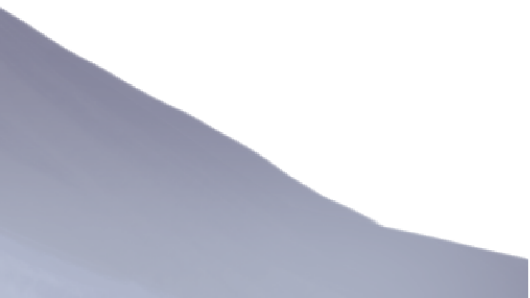
HOUSES



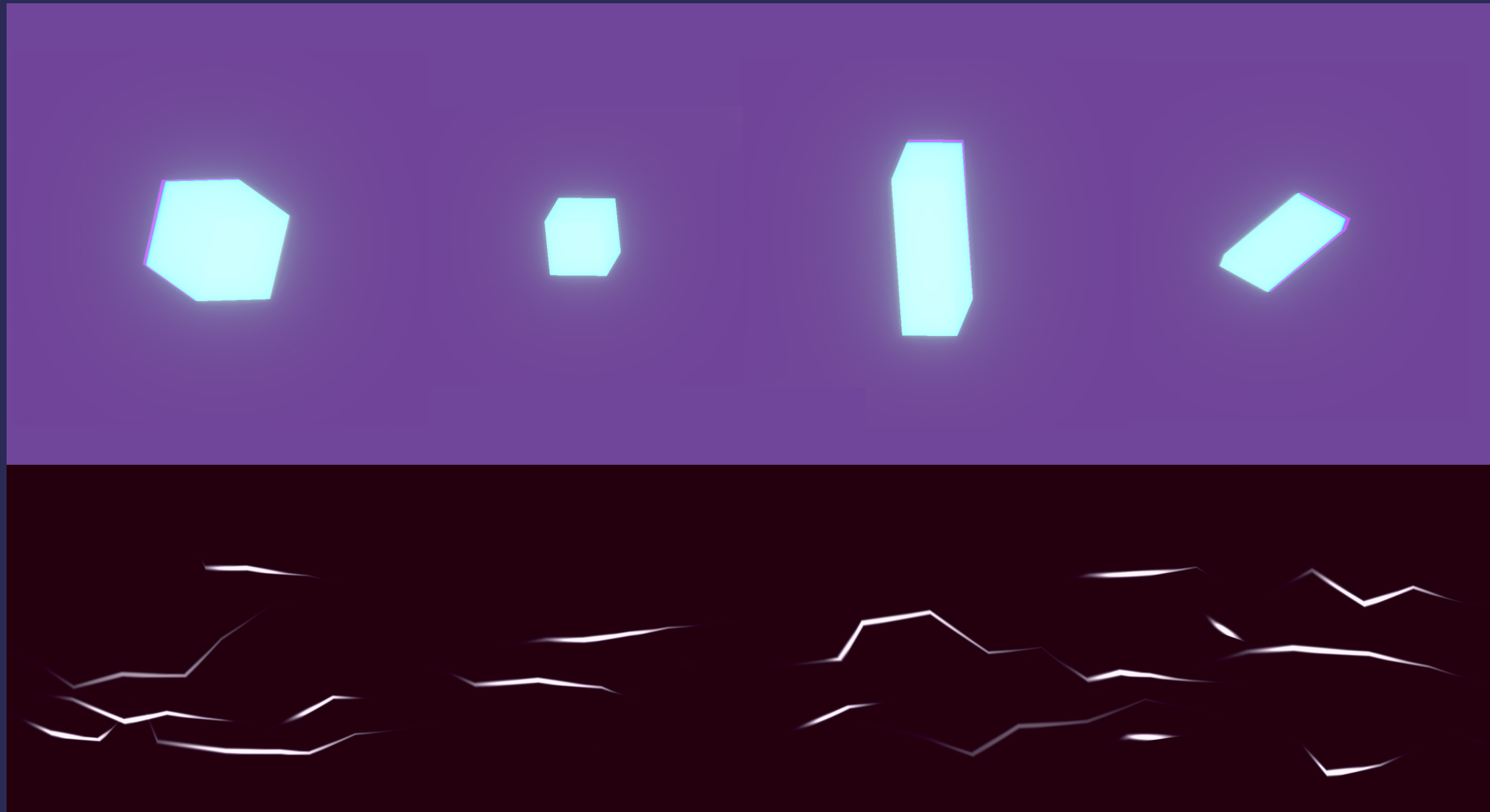


BACKGROUNDS





THE CHANGE

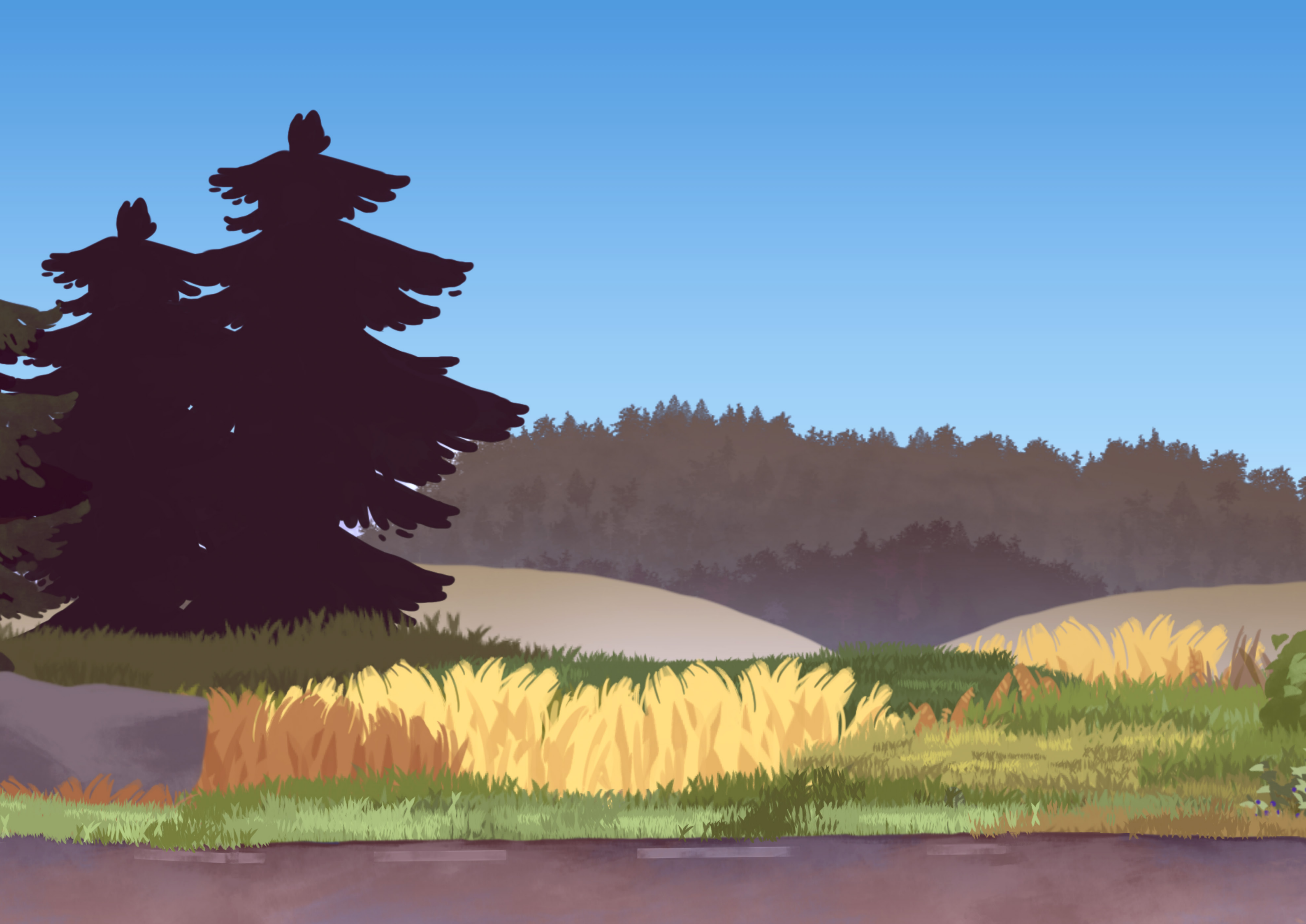




RESULT



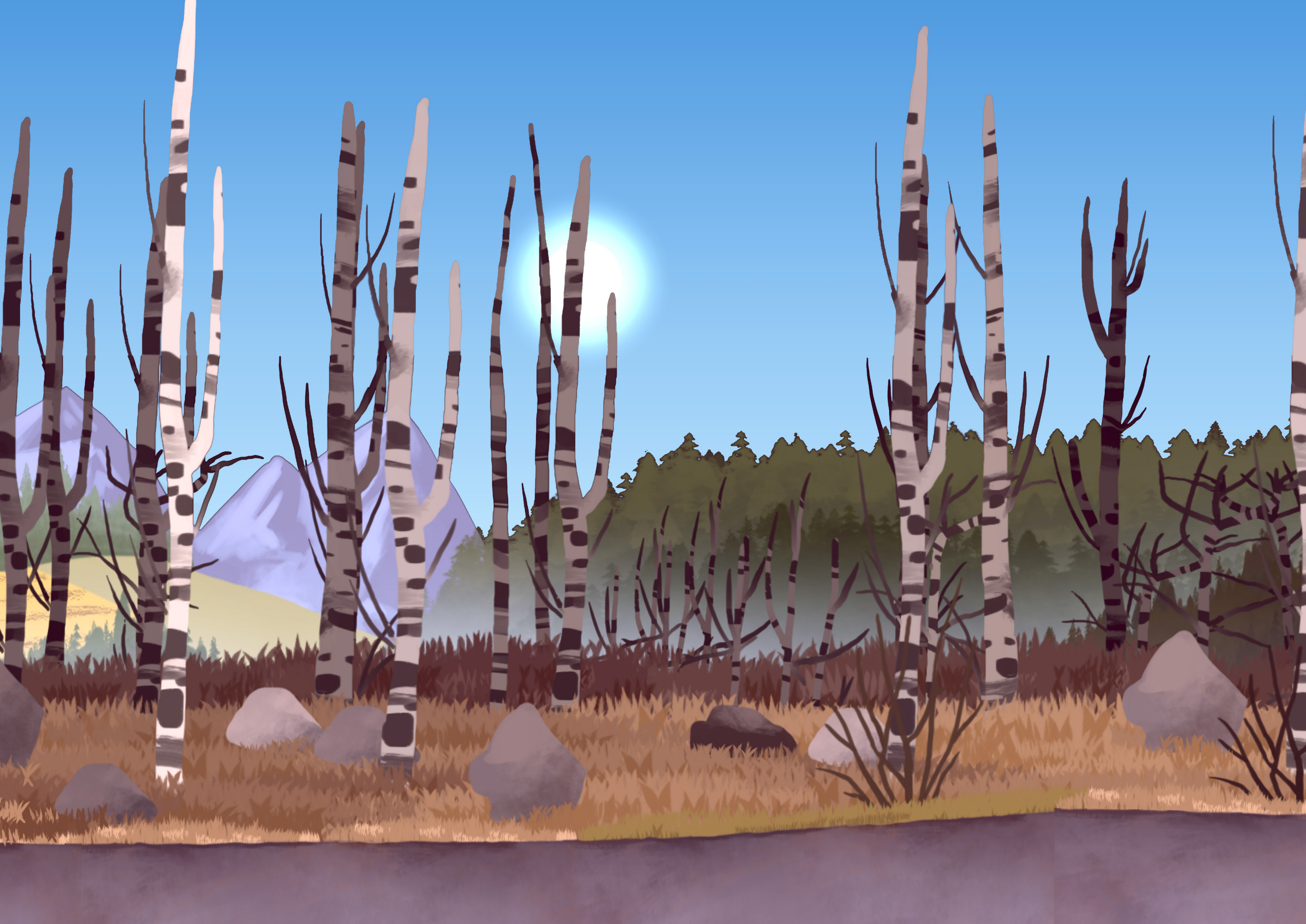












NEW ZONE
UDDEHAMMAR













DAY AND NIGHT CYCLE





ACKNOWLEDGEMENTS

First of all, I want to thank my parents and my sister for always supporting me. I am so grateful for all the feedback, the patience, and the encouragement that helped me in every aspect I could wish for.

I want to thank my professors from HTW Berlin Susanne Brandhorst and Thomas Bremer. Especially Susanne as my first examiner for the valuable feedback and support that made this thesis possible. I am very grateful for the opportunity to study at HTW Berlin and the resources to grow within myself.

Finally I want to thank my friends and fellow students who supported and helped me in the past months and during my course of studies.

A very special gratitude goes out to Anja for great talks and endless support.