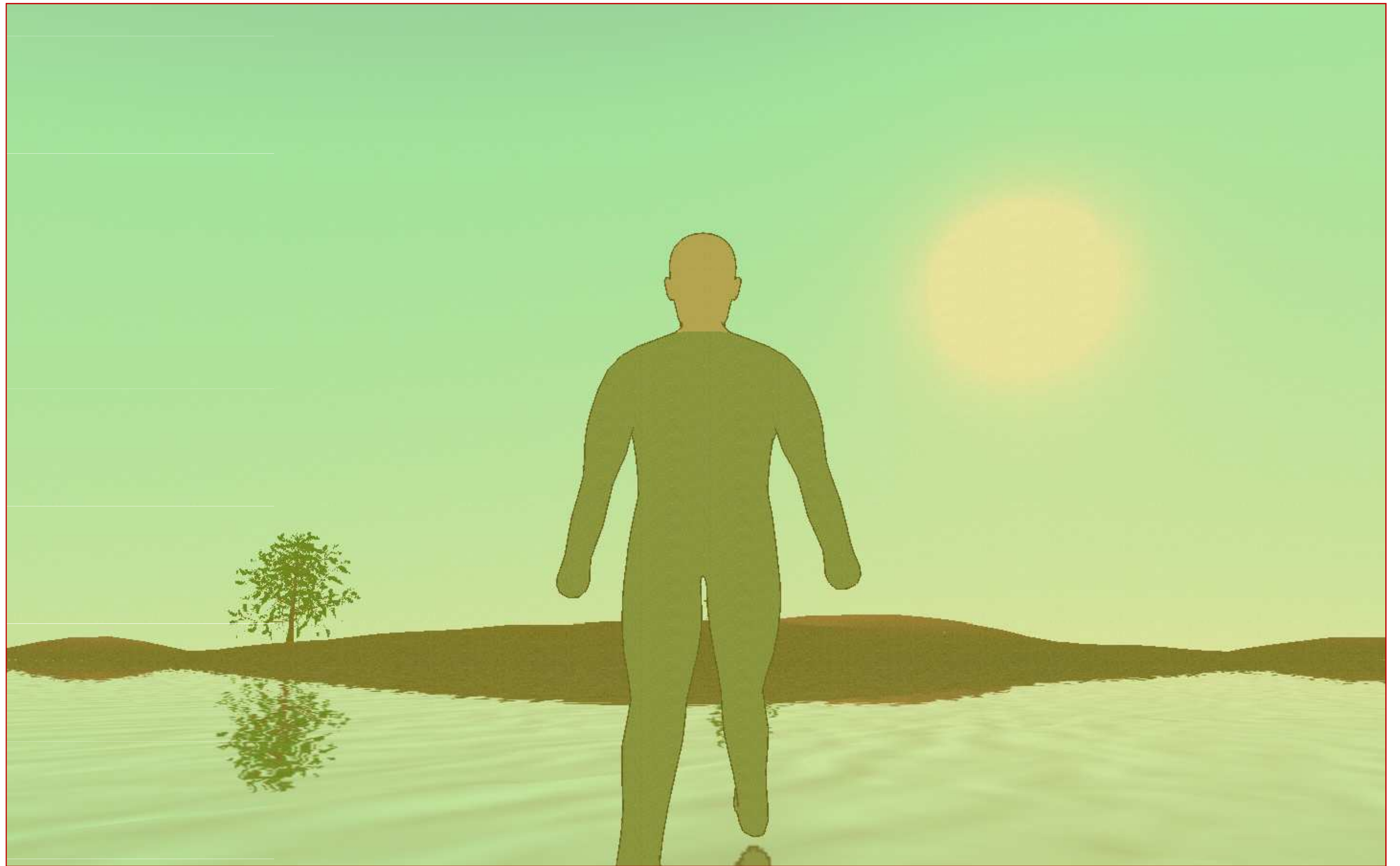


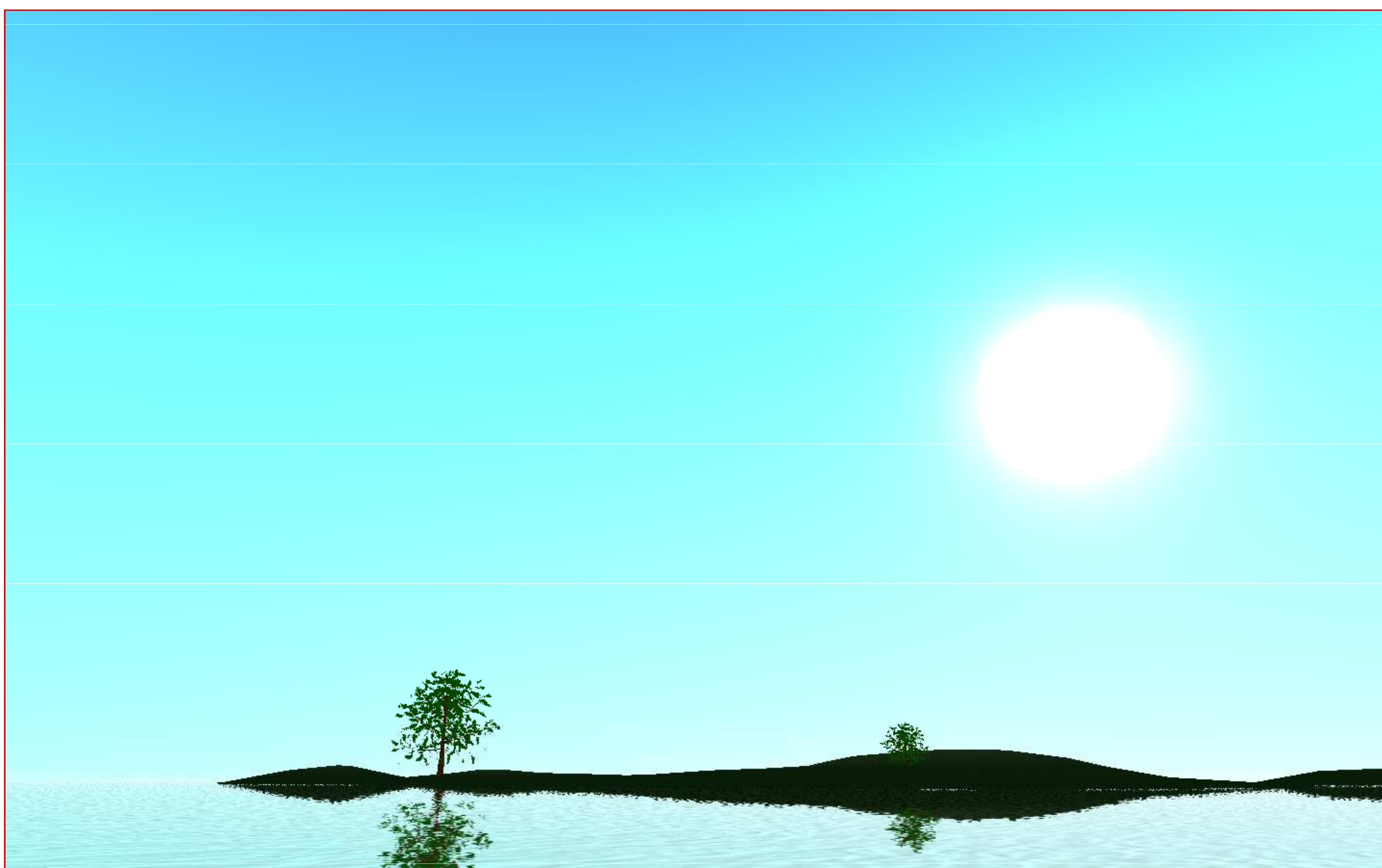
# NPR Terrain Roamer

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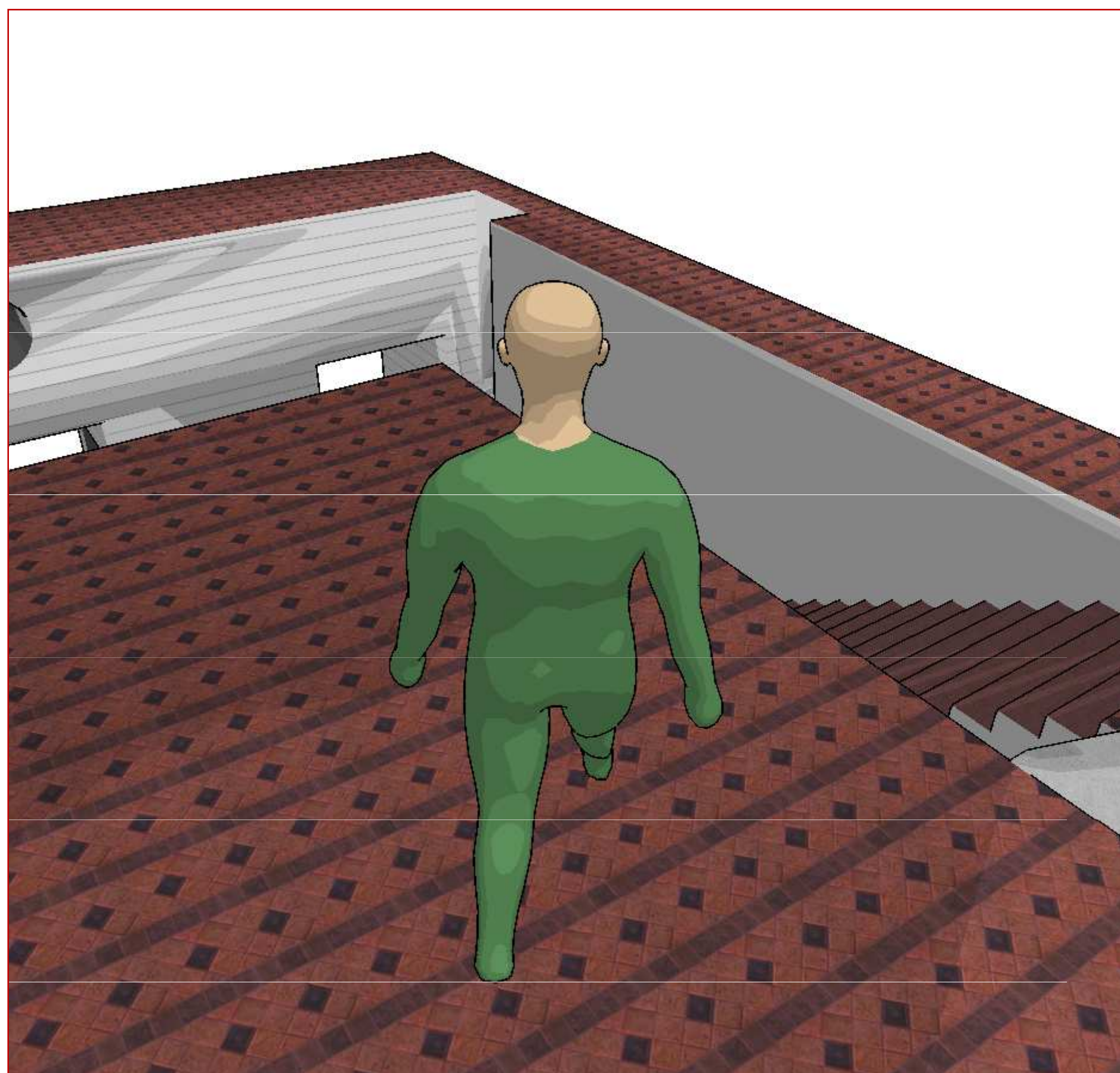
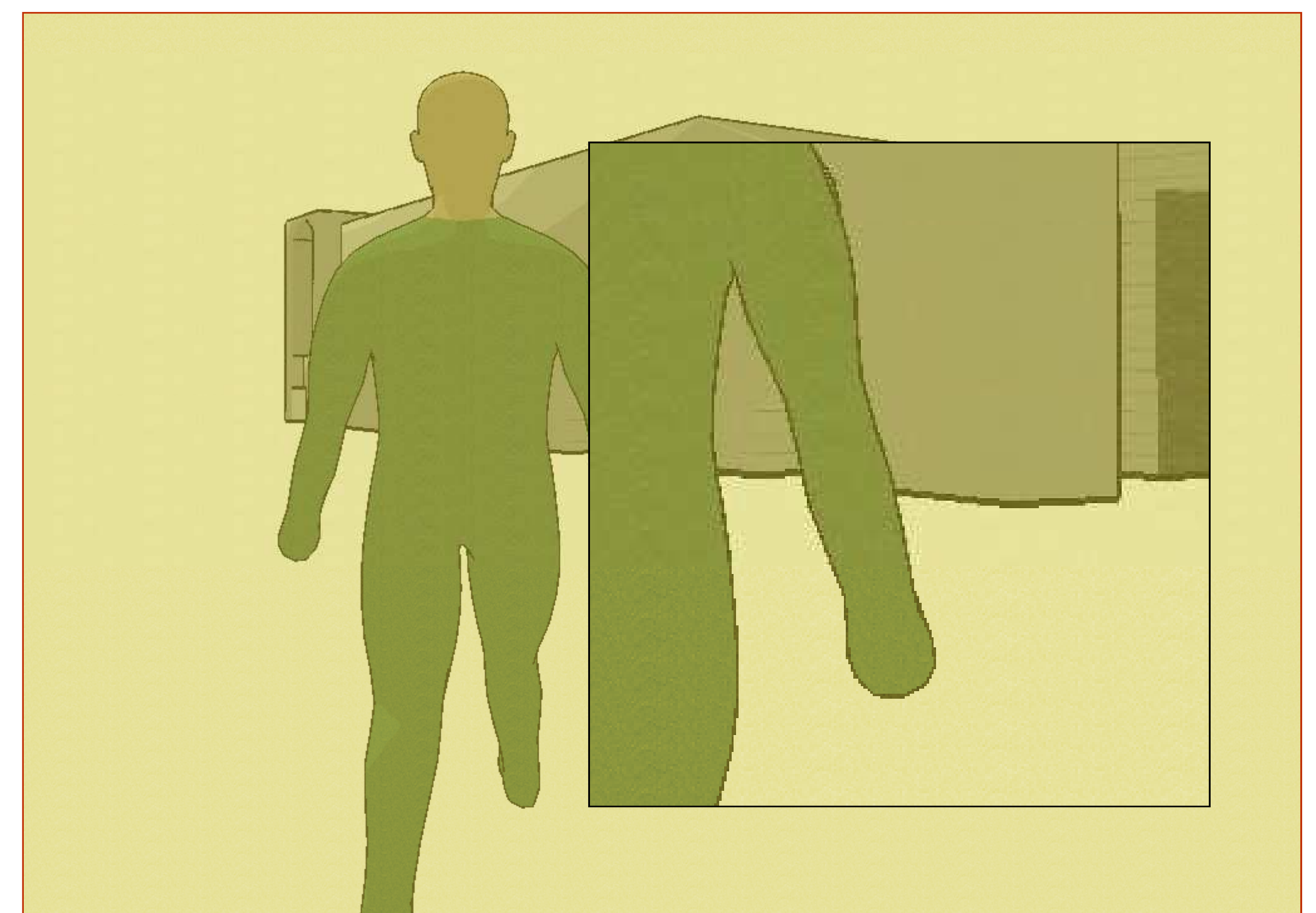
Extension of the Terrain Roamer developed in the Real Time Graphics course. It has the addition of Cell Shading with paper simulation, water and sky shader.



Animated sea and sky. Sky's blue color based on Rayleigh scattering. Sun's glow based on Mie scattering.



The roamer simulates paper media by filtering the rendered image with a noise function which simulates the texture of the paper and which scale the colour of the paper



Cell shading with textures support. The silhouette is obtained by rendering first the black outline. The shading is common cell shading with specular and ambient light.