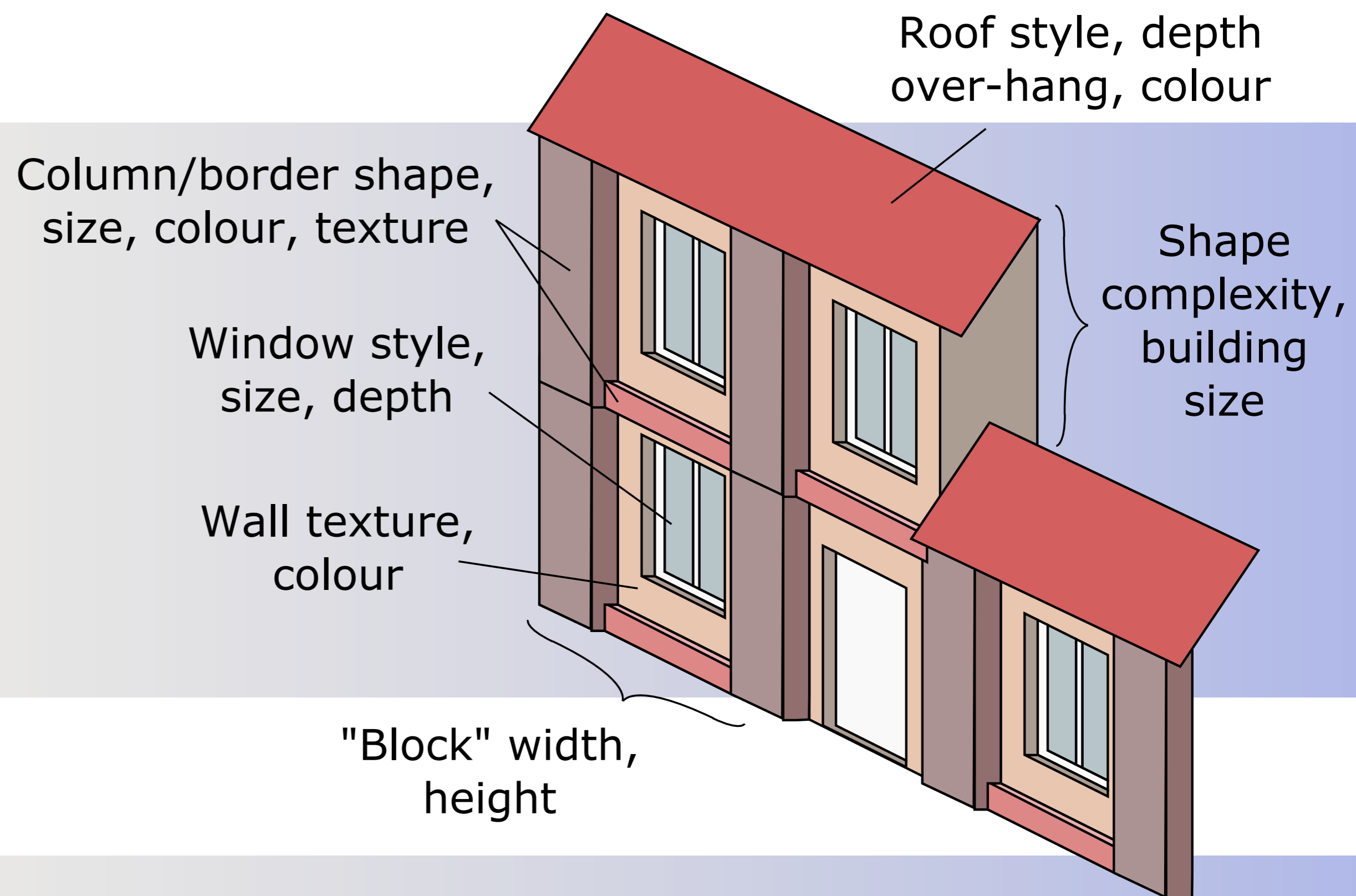


# The Procedural Generation of urban Environments through Space and Time

## Building Elements

A set of elements are decided upon that can be used to define the majority of the world's architectural styles.



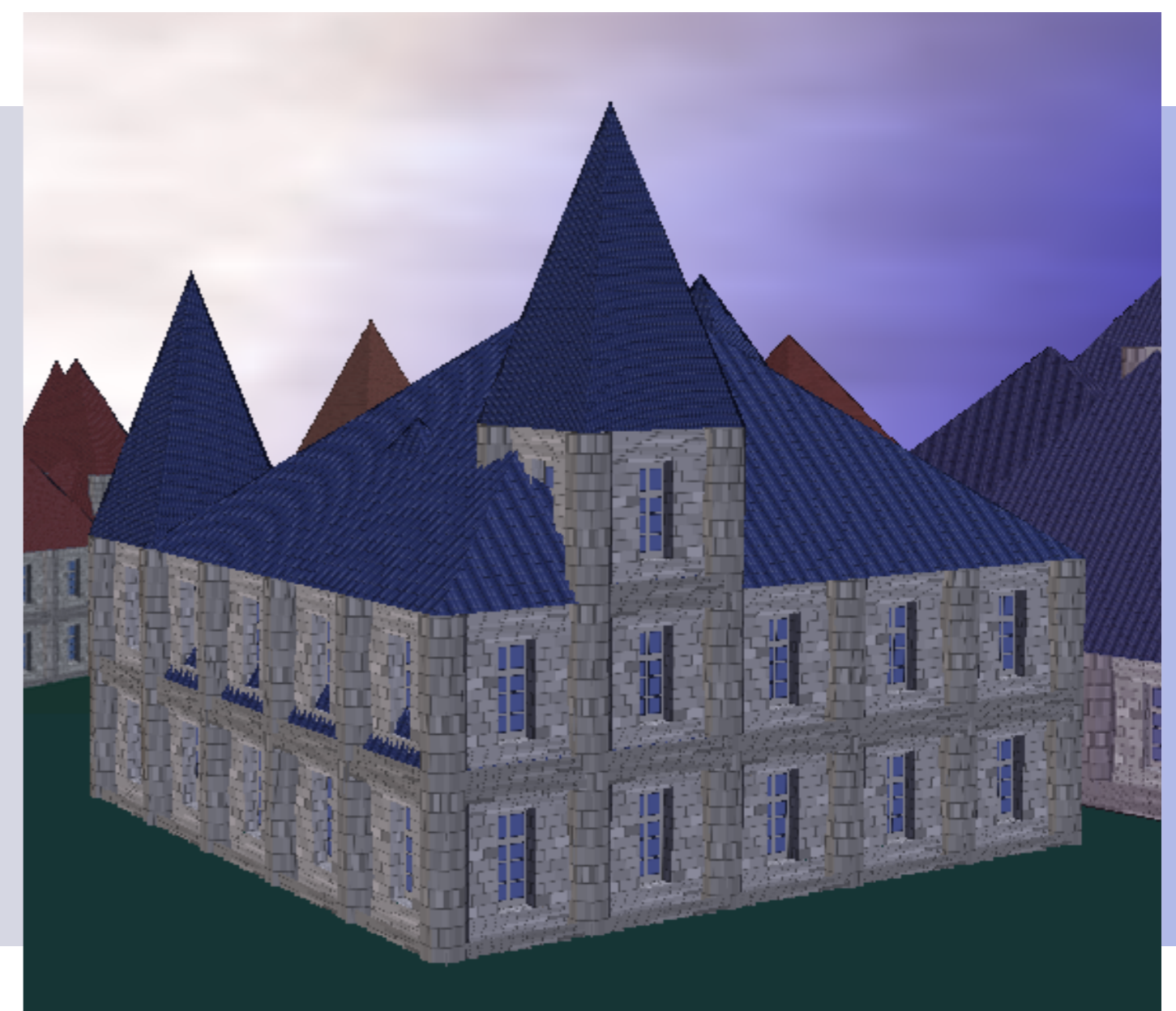
## City Elements

Other factors that are key to defining a city's characteristics are implemented.


- Deviation factor - how much buildings vary within a city.
- Road structure must be appropriate to city.
- Weather, plants, and vehicles must be relevant to time and place.
- Landmarks may be added seperately.

## Implementation

By attributing a set of architectural styles and city elements to a virtual environment, we are able to recreate any real-world city from any time period.



Below: User Interface Design

Basic:	
	Year: <input type="text" value="1430"/>
Advanced:	
Architecture style 1:	<input type="text" value="Victorian"/>
% Dominance:	<input type="text" value="30"/>
Architecture style 2:	<input type="text" value="Modern"/>
% Dominance:	<input type="text" value="50"/>
Architecture style 3:	<input type="text" value="Neoclassical"/>
% Dominance:	<input type="text" value="20"/>
City size:	<input type="text" value="Large"/>
Terrain:	<input type="text" value="Flat, dry"/>

Right and Below:  
Examples of results  
through alteration of  
a few simple elements.

