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712CD

Revised 41205

21-23 June 2005, at US Military Academy, West Point, NY

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Original title on 712 A/B: Generating Enhanced Natural Environments and Terrain
for Interactive Combat Simulations (GENETICS)

Revised title: _____

Presented in (input and Bold one): (**WG10**, CG ___, Special Session ___, Poster, Demo, or Tutorial):

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1. REPORT DATE 23 JUN 2005		2. REPORT TYPE N/A		3. DATES COVERED -	
4. TITLE AND SUBTITLE Generating Enhanced Natural Environments and Terrain for Interactive Combat Simulations (GENETICS)				5a. CONTRACT NUMBER	
				5b. GRANT NUMBER	
				5c. PROGRAM ELEMENT NUMBER	
6. AUTHOR(S)				5d. PROJECT NUMBER	
				5e. TASK NUMBER	
				5f. WORK UNIT NUMBER	
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Naval Postgraduate School/MOVES 700 Dyer Road, Monterey, CA 93943				8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)	
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)	
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release, distribution unlimited					
13. SUPPLEMENTARY NOTES See also ADM201946, Military Operations Research Society Symposium (73rd) Held in West Point, NY on 21-23 June 2005., The original document contains color images.					
14. ABSTRACT					
15. SUBJECT TERMS					
16. SECURITY CLASSIFICATION OF:			17. LIMITATION OF ABSTRACT UU	18. NUMBER OF PAGES 84	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified	c. THIS PAGE unclassified			

Generating Enhanced Natural Environments & Terrain for Interactive Combat Simulations (GENETICS)



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GENETICS Project Overview



- Automatically construct realistic, vegetation-laden terrain using a minimum amount of readily-available source data, adding plausible details as needed.
- This procedurally-created terrain must be replicable across a wide variety of simulation platforms, creating a consistent virtual world without any terrain databases being shared.

So why focus on vegetation?

(and why should you care?)



- Adds believability to the environment
 - Trees are in our environment... why not in our sims?
- Visual cues needed to perform tasks:
 - Depth cues – e.g. “What’s my altitude?”
 - Speed cues – e.g. “How fast am I going?”
 - Landmarks – e.g. “I’m next to the big tree in the field.”
- Makes target acquisition non-trivial



So why focus on vegetation?

(and why should you care?)

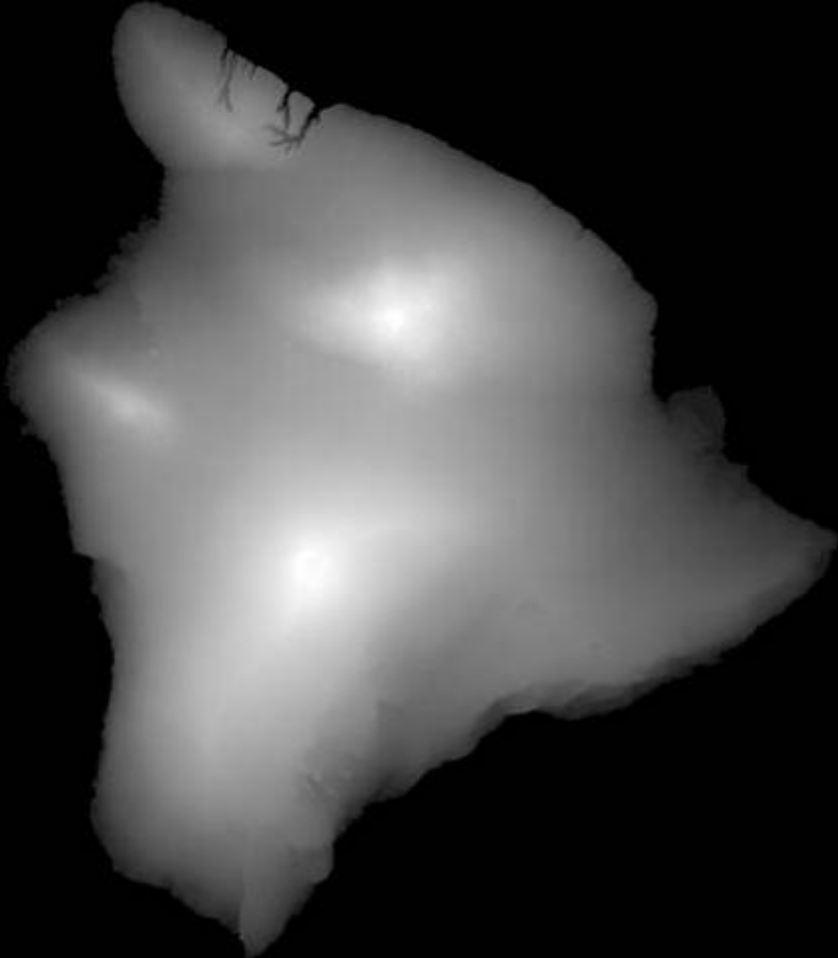


- Adds believability to the environment
 - Trees are in our environment... why not in our VEs?
- Visual cues needed to perform tasks
 - Depth cues – e.g. “What’s my altitude?”
 - Speed cues – e.g. “How fast am I going?”
 - Landmarks – e.g. “I’m next to the big tree in the field.”
- Makes target acquisition non-trivial

But mainly because...

- Many consider this a “too hard to do” problem
 - Want proof? Look at today’s simulator environments...

Find source data

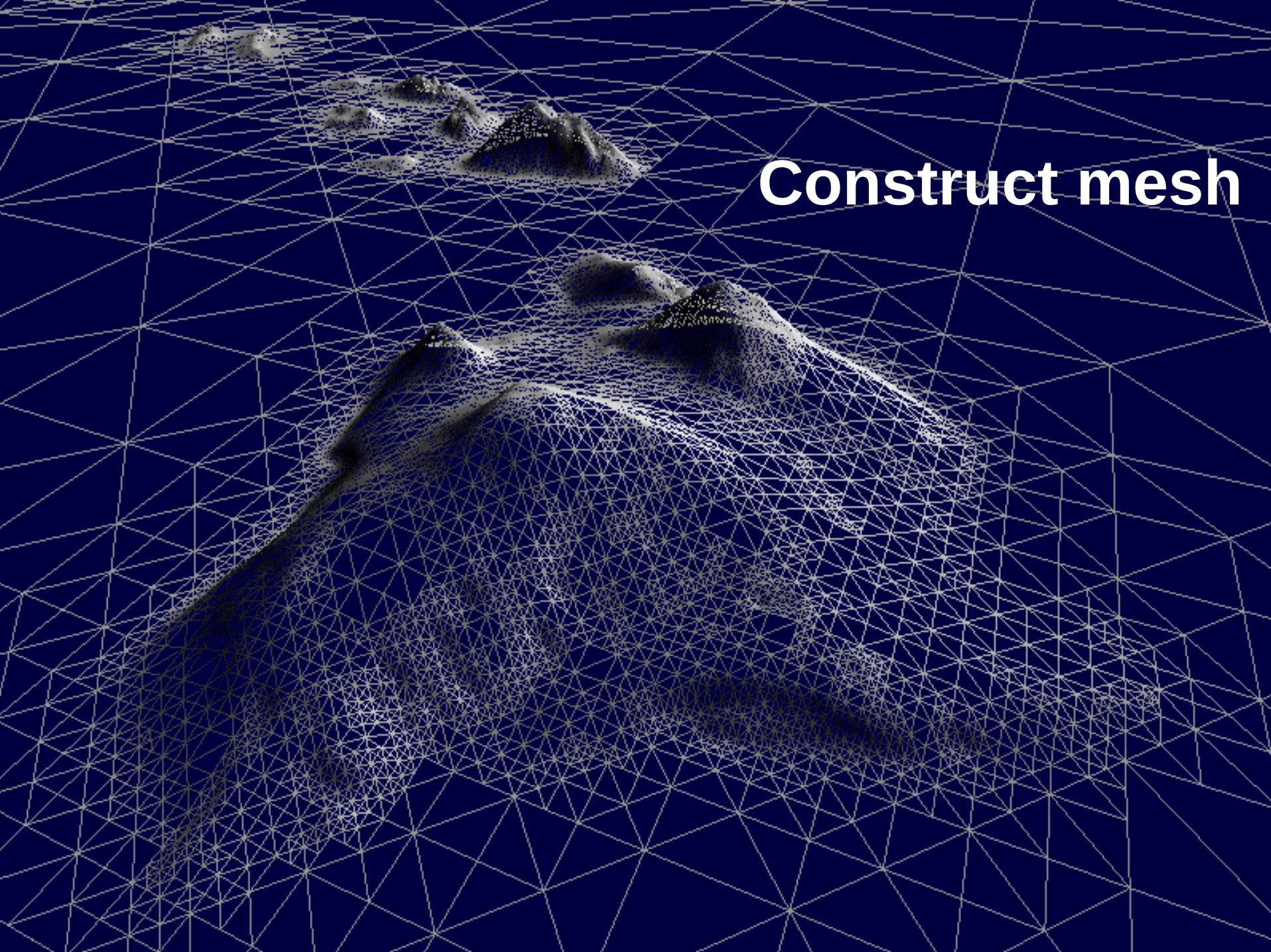


Heightmap

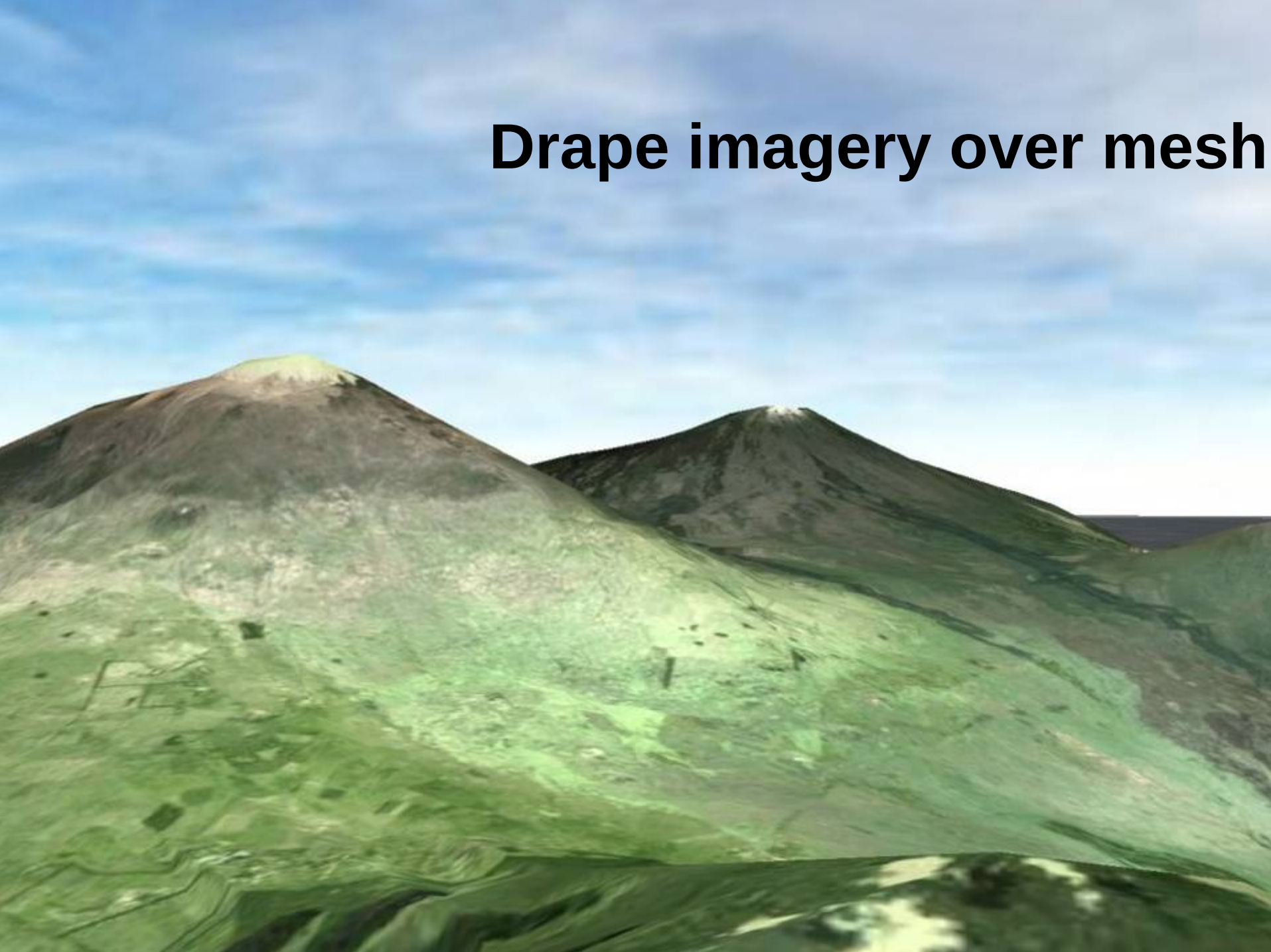


Imagery

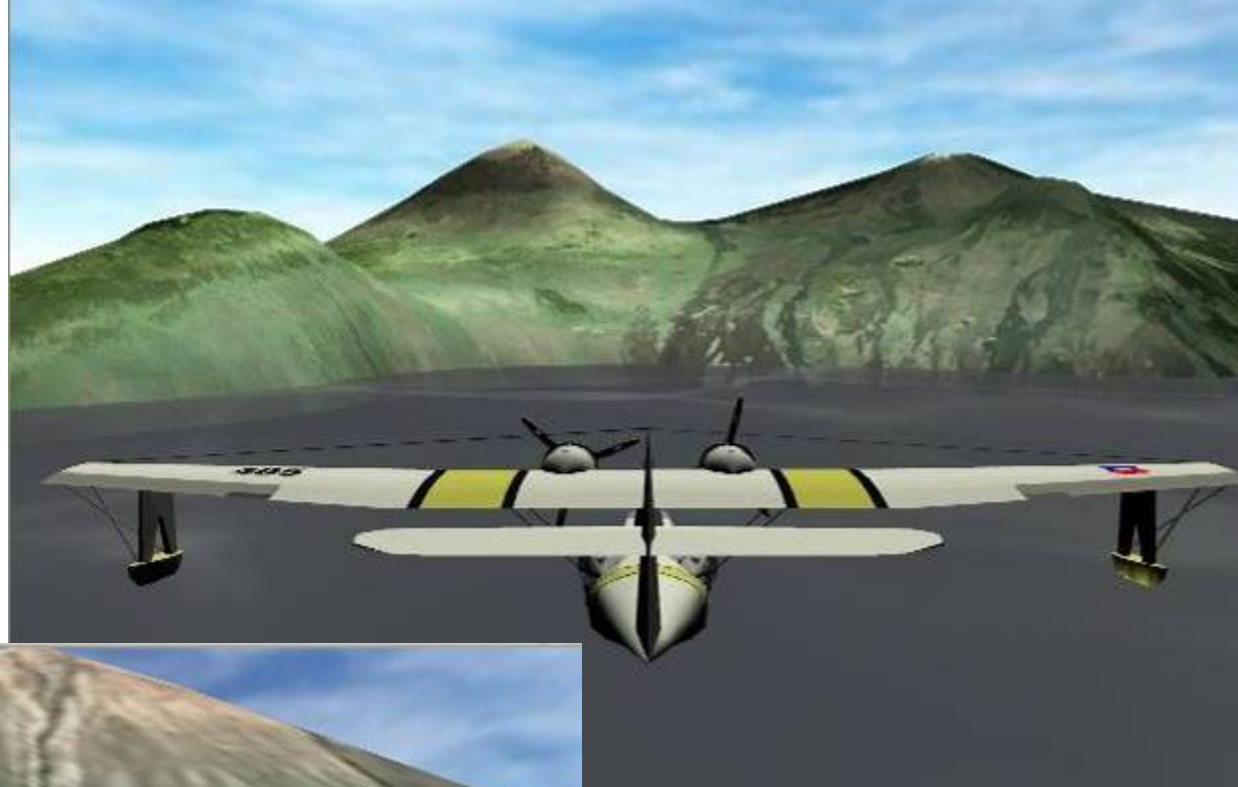
Construct mesh



Drape imagery over mesh



**Insert player
& add details**



**Catalina demo
MOVES Open House 2003**

What terrain looks like today



- Quick to create, large and barren





What terrain looks like today



- Quick to create, large and barren

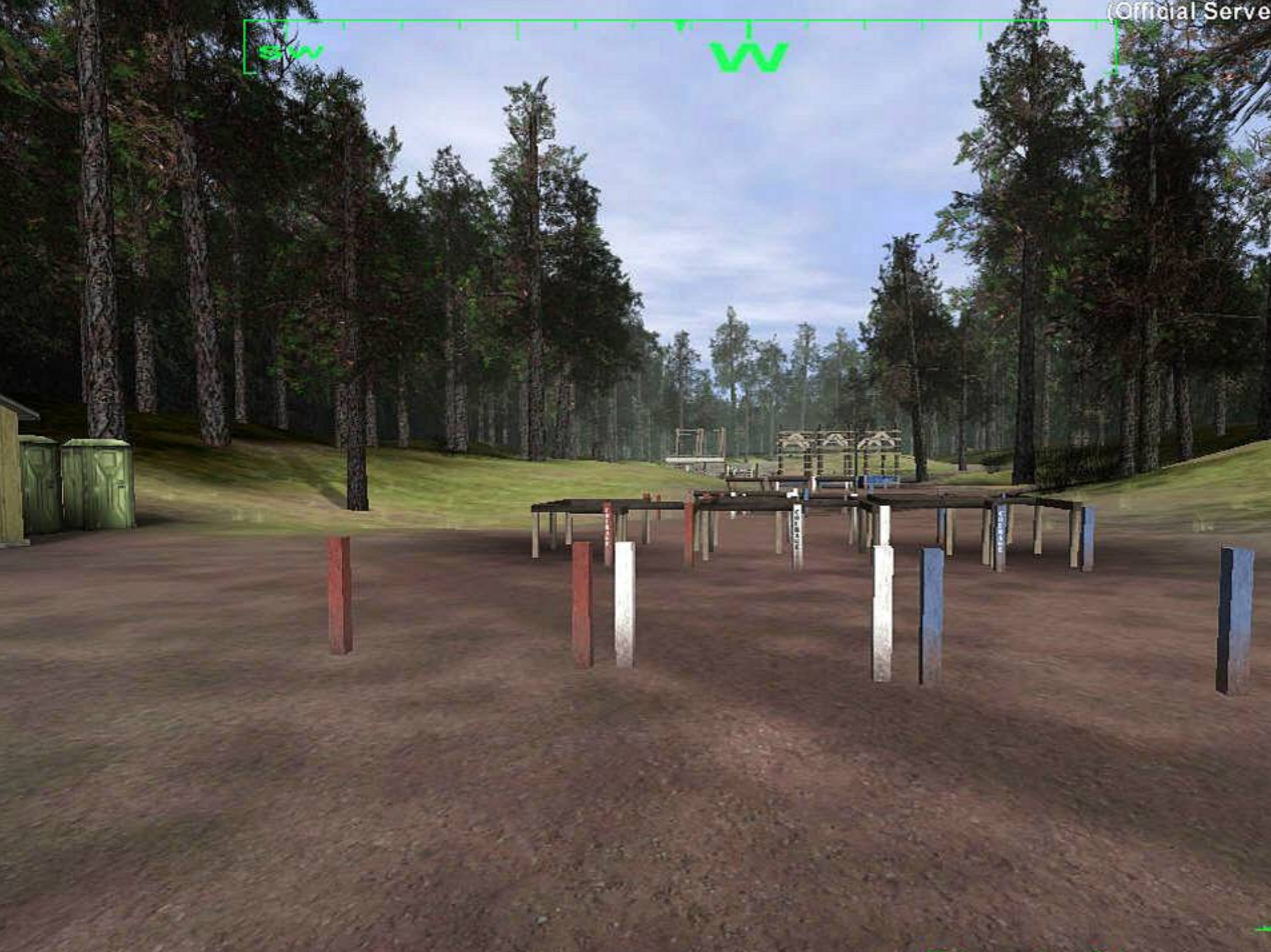
or

- Slow to create, small and gorgeous



SW

W









Hasn't this been done before?



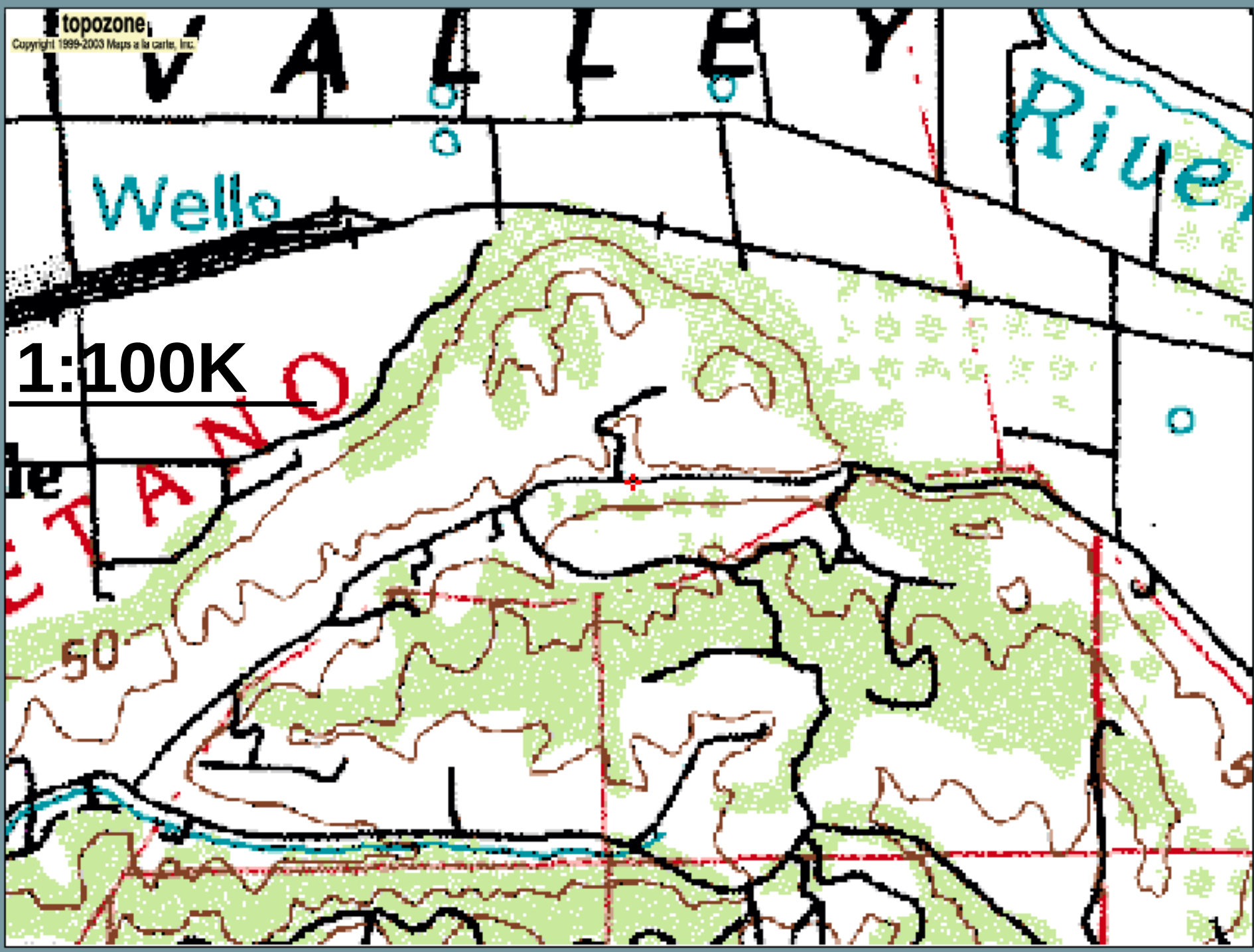
- The problem with vectorized datasets...
 - VMAP/DFAD – based on 1:250K JOGs (CE ~ 125m)
 - LULC – based on 1:100K/250K quads from 70s & 80s
 - Minimum vegetation area ~ 40 acres
 - *NLCD 1992 uses 30m postings; min area ~ .25 acres*

1:24K

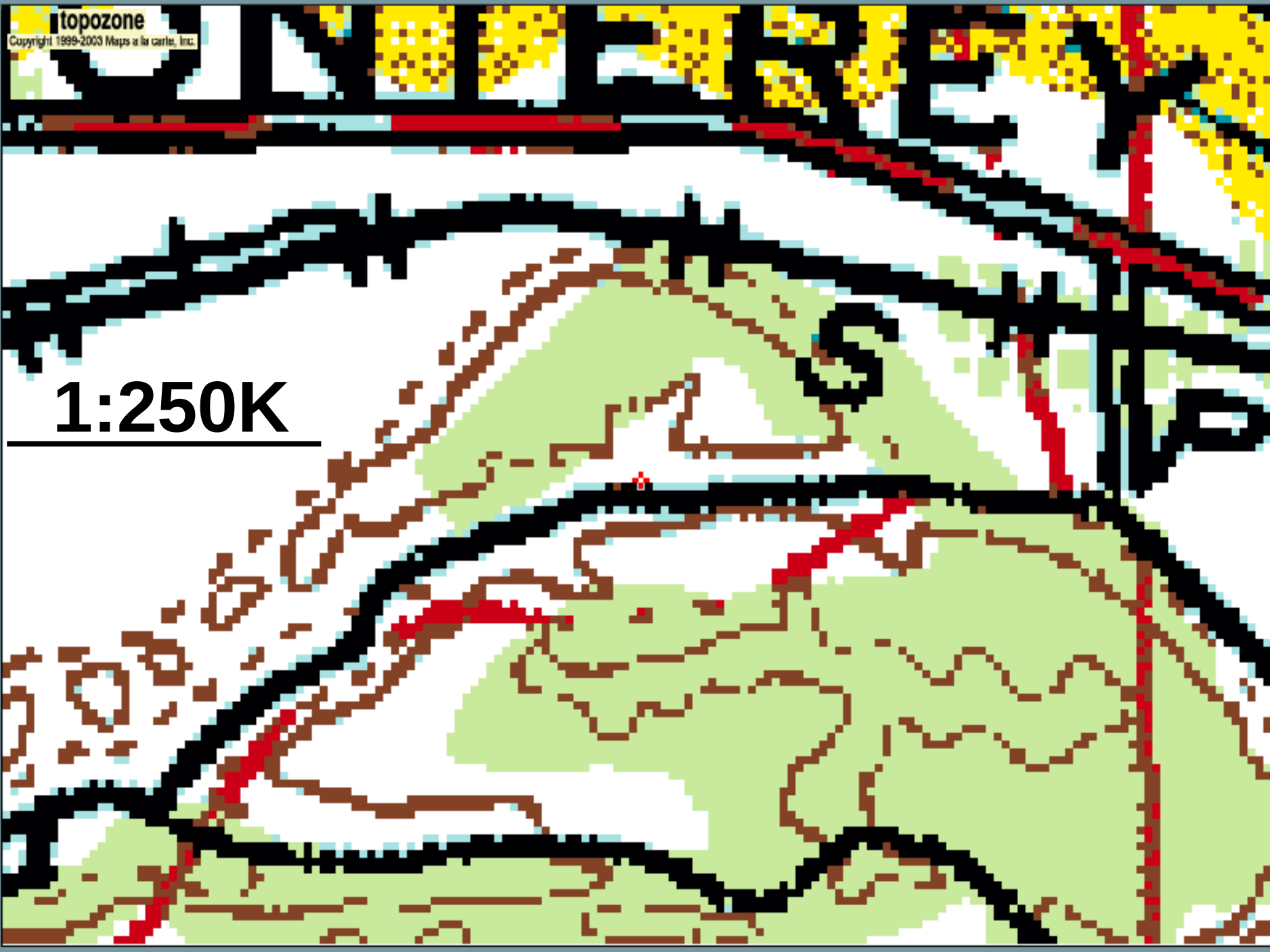
D E S A N C A Y E T A N O

Corneob Canyon

19



1:250K

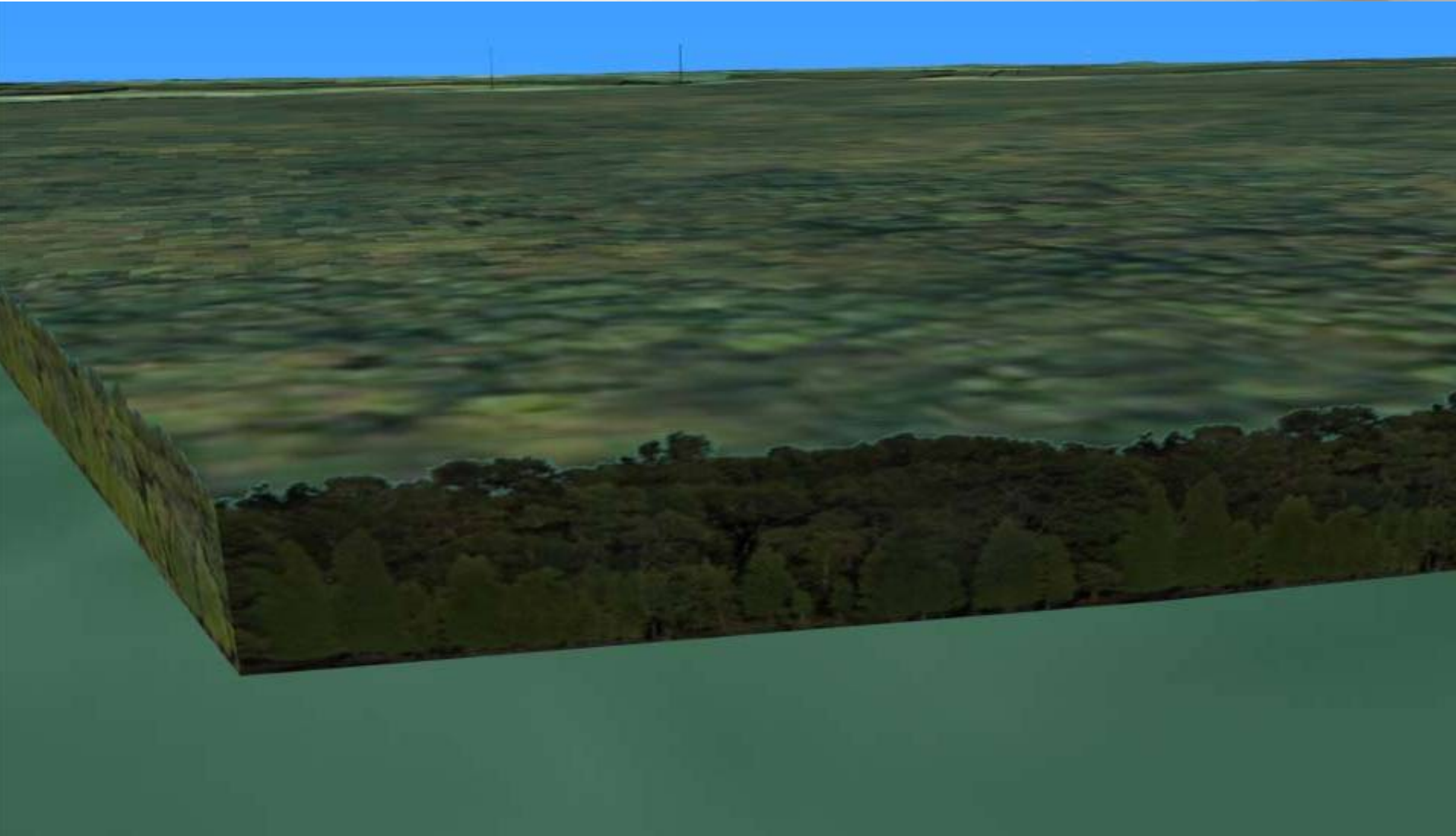


Hasn't this been done before?

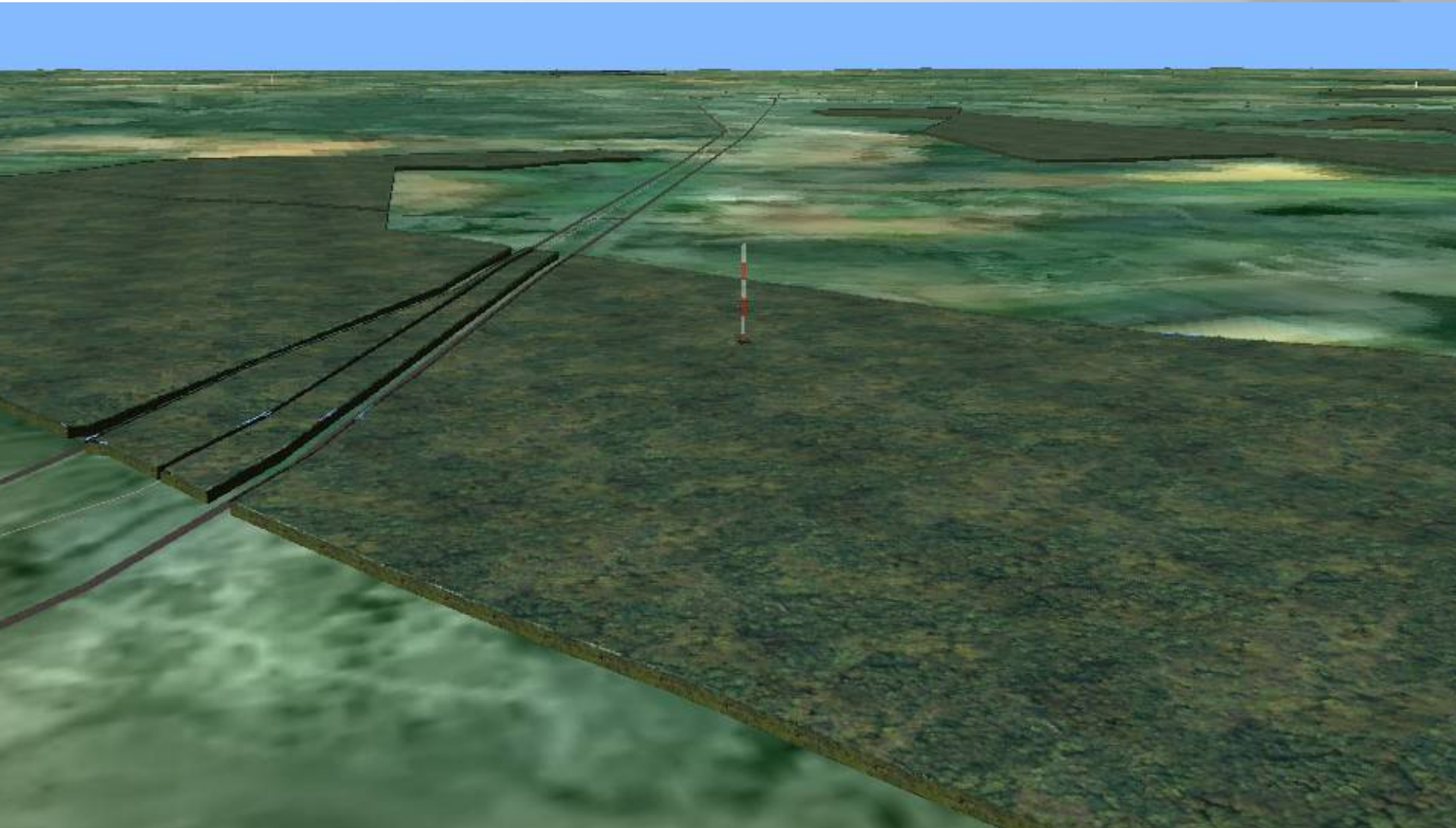


- The problem with vectorized datasets...
 - VMAP/DFAD – based on 1:250K JOGs (CE ~ 125m)
 - LULC – based on 1:100K/250K quads from 70s & 80s
 - Minimum area ~ 40 acres
 - *NLCD 1992 uses 30m postings; min area ~ .25 acres*
- Commercial tools & vectorized datasets
 - Tree walls/buildings and random placement

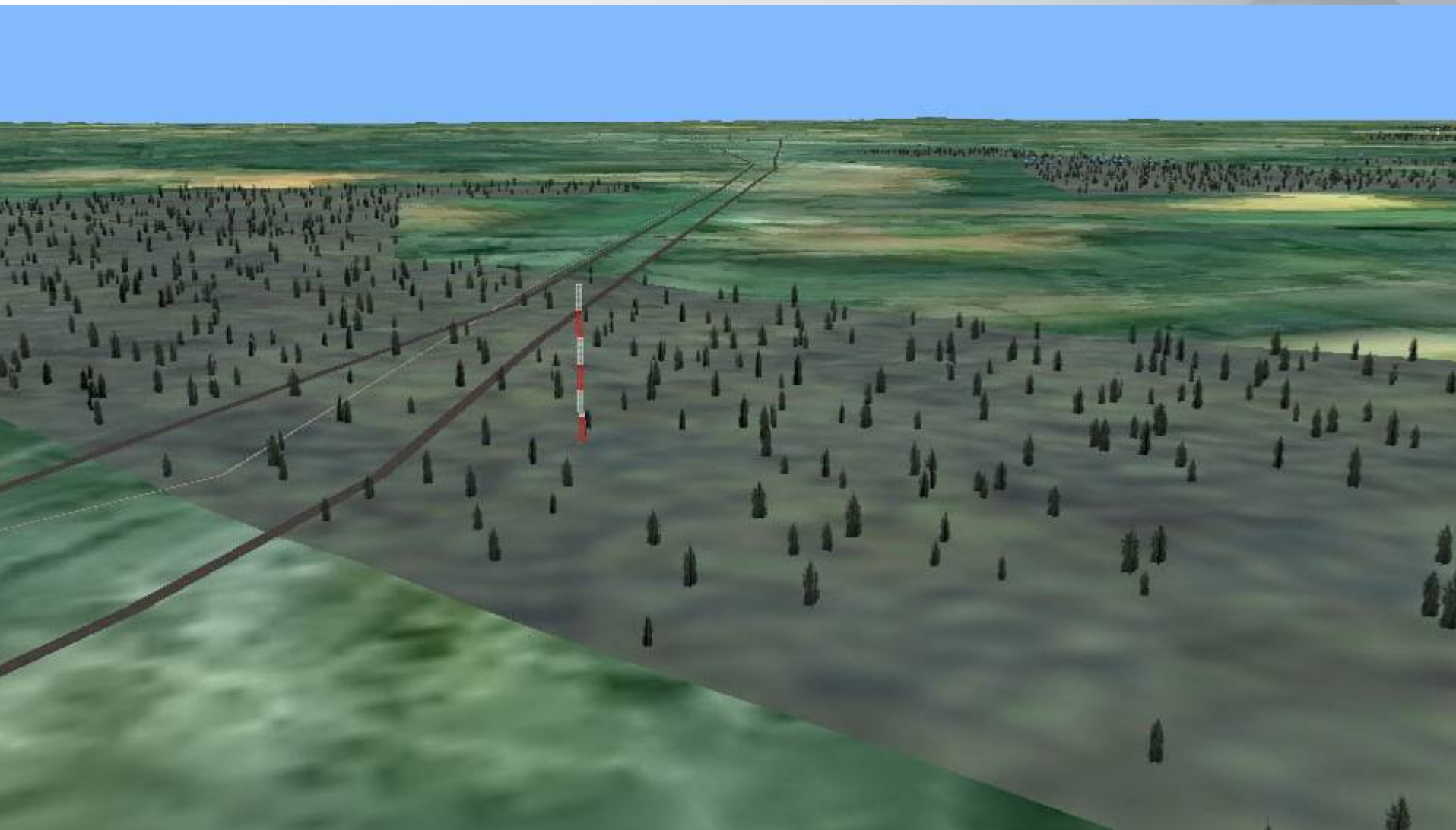
Tree blocks



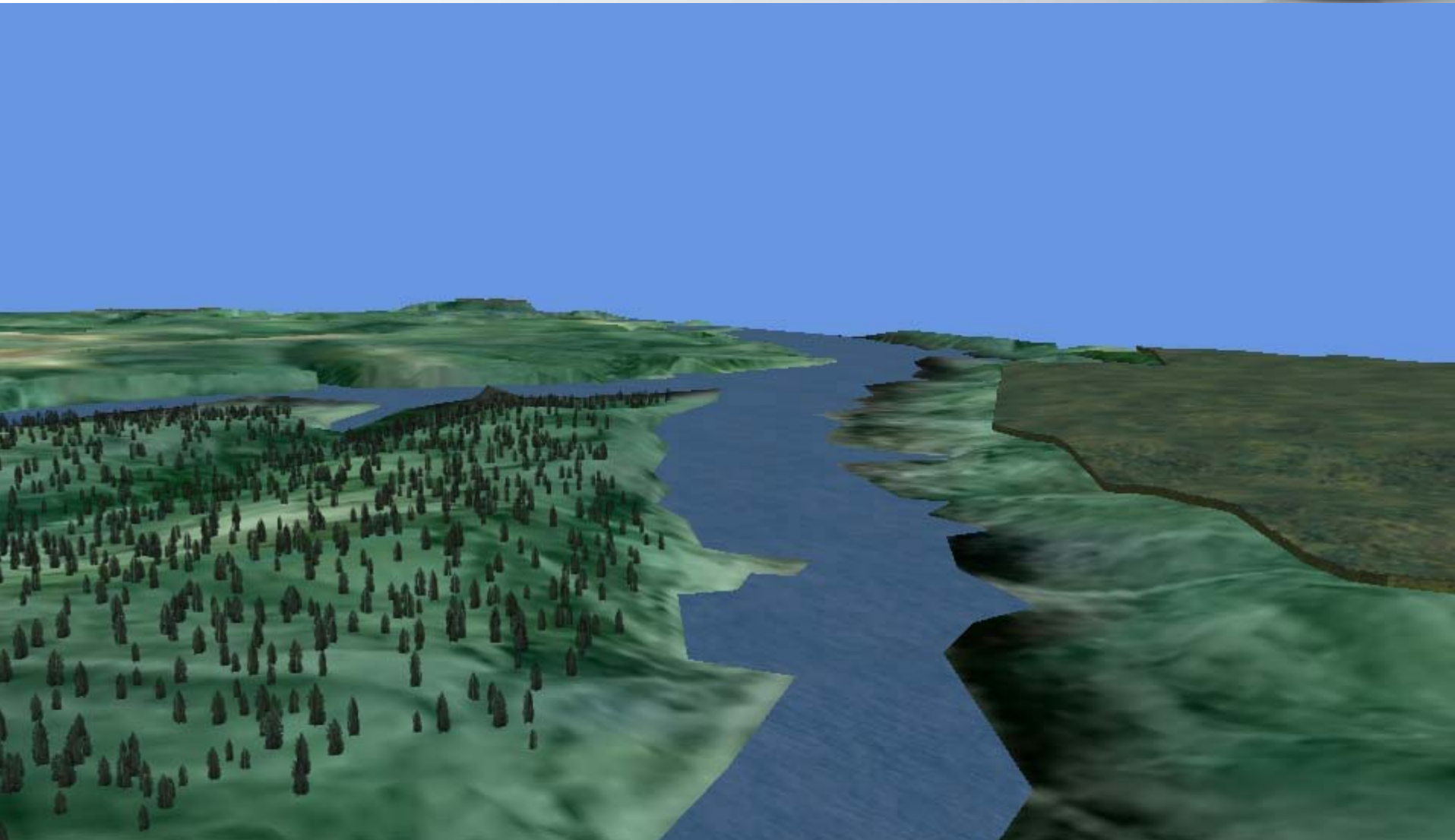
Tree blocks



Random placement



Tree blocks vs. random placement



Hasn't this been done before?



- Vectorized datasets
 - VMAP/DFAD – based on 1:250K maps (CEP ~ 125m)
 - LULC – based on 1:100K/250K quads from 70s & 80s
 - Minimum rural area ~ 40 acres
 - *NLCD 1992 uses 30m postings; min area < .25 acre*
- Commercial tools and vectorized datasets
 - Tree walls/buildings and random placement
 - Ex: \$35K + \$6K annual maintenance + \$5K in training
 - Time to construct: hours, days, weeks (dep. artist skill)
- Semi-automated feature extraction
 - Requires very high resolution imagery (~6 in)

“Semi-Automated Landscape Feature Extraction and Modeling” - Wasilewski et al. 2001



Training

input image



user-created mask

Automation



Partition imagery,
Filtering/smoothing,
Detection,
Thinning of blobs,
Maxima detection,
Overlapping trees,
Final tree placement



Recipe for GENETICS



- Take readily available source data (DTED, LCC, imagery)
- Set configuration params (RN seed, veg density & resolution)
- Generate:
 - Increased resolution of terrain mesh using noise
 - High frequency detail maps mixed with imagery or procedurally-created geotypical base textures
 - Ecotype probability map based on LCC & topographic data to establish type and frequency/density of vegetation
 - Randomly place vegetation based on above params
- Different seeds will generate similar, but different scenes
- Using same seed across hosts creates perceptibly the same landscape depending on the player's LOD requirements
- Missing data can be created using fractal-based techniques

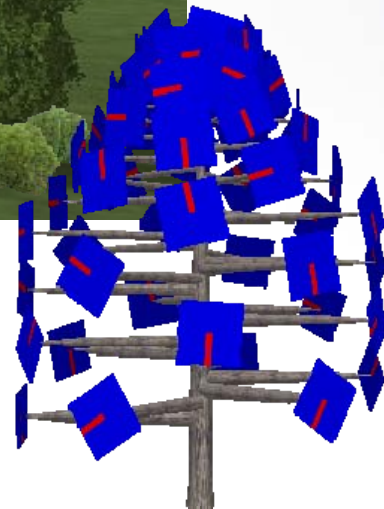
What about vegetation rendering?



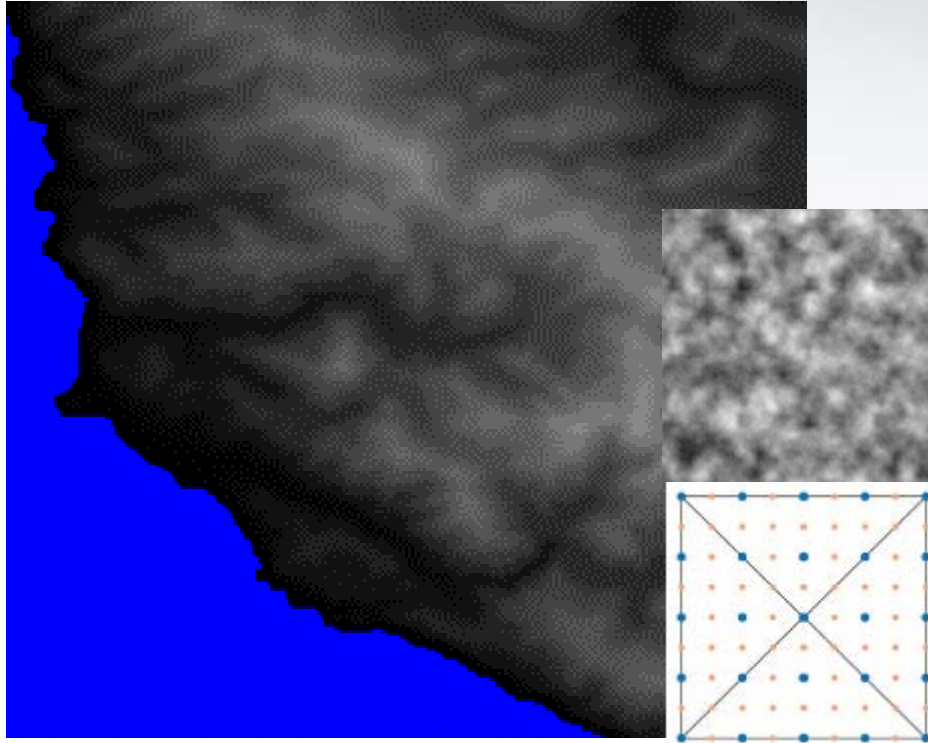
- Geometry
- Billboards
- Imposters
- Point & line clouds
- Combo of the above
- **Or use a commercial package (we do)**



- **Place in quadtree hierarchy**
- **LOD individual objects and object groups**



Our source data



- **DTED 0, 1, 2 or USGS DEM**
- Add multi-fractal high freq noise
- Continuous level of detail scheme to reduce mesh complexity
- Derive topographic features/images

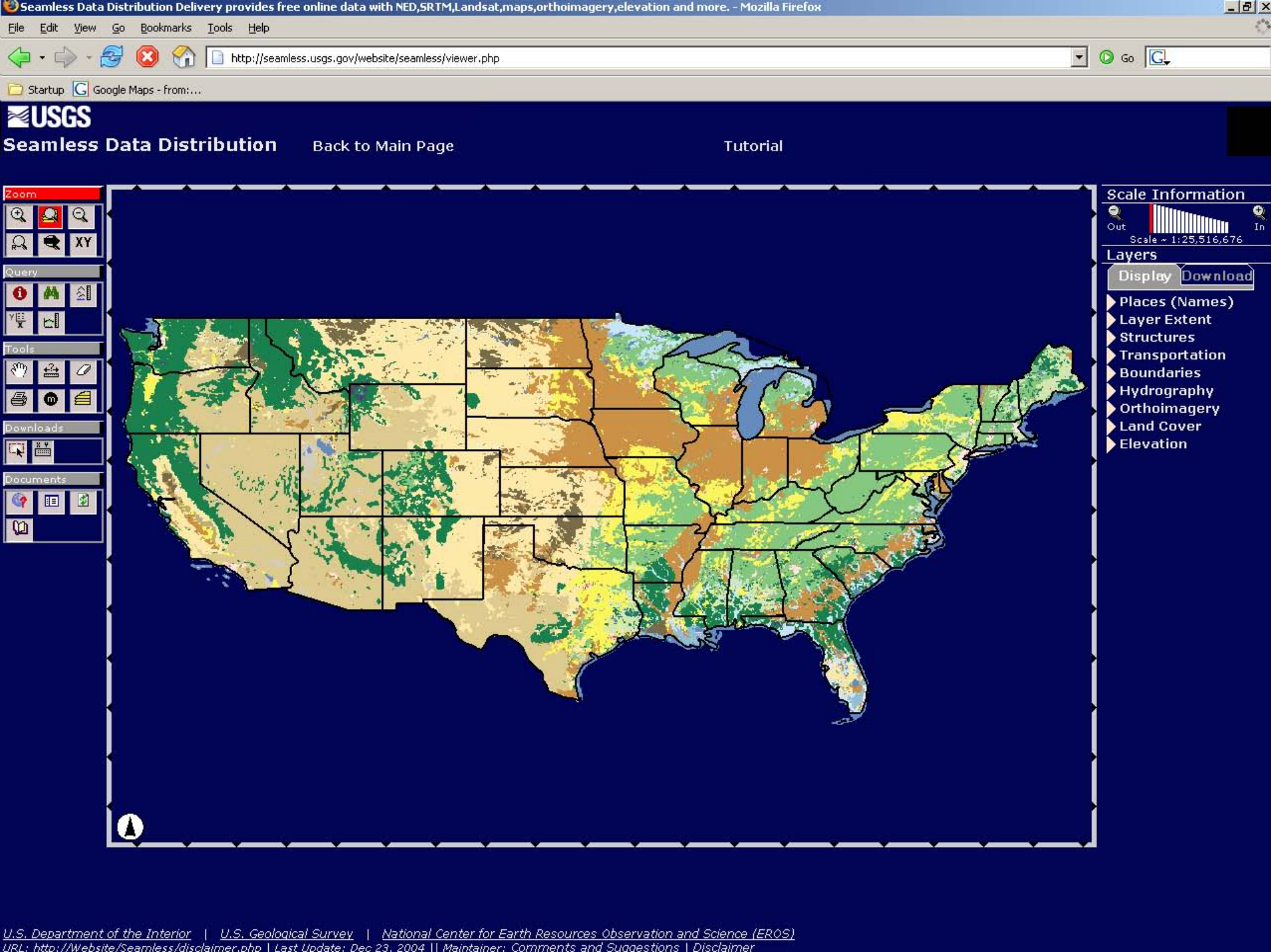


- **Land cover classification dataset**
- NLCD 1992, CORINE 2000, etc.
- GeoTIFF color-mapped images
- Obtain each LCC type's points and smooth to overlap types

National Land Cover Dataset 1992

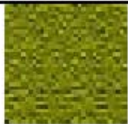
(downloadable from <http://seamless.usgs.gov/>)



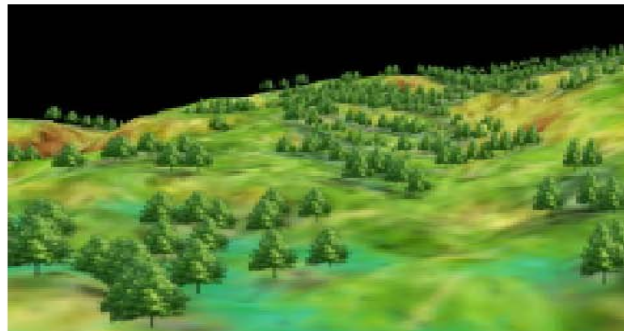
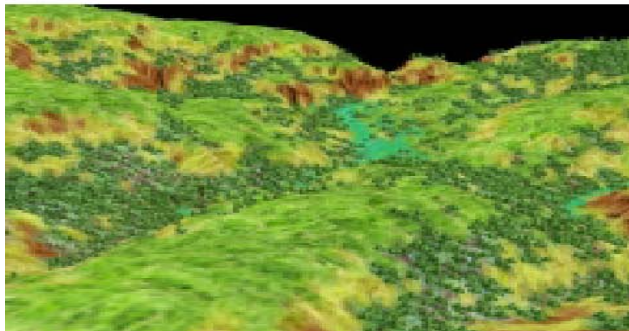
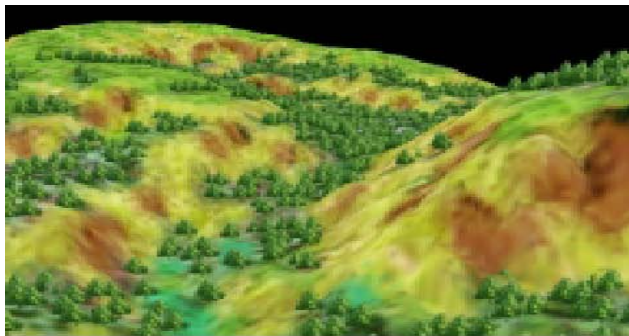
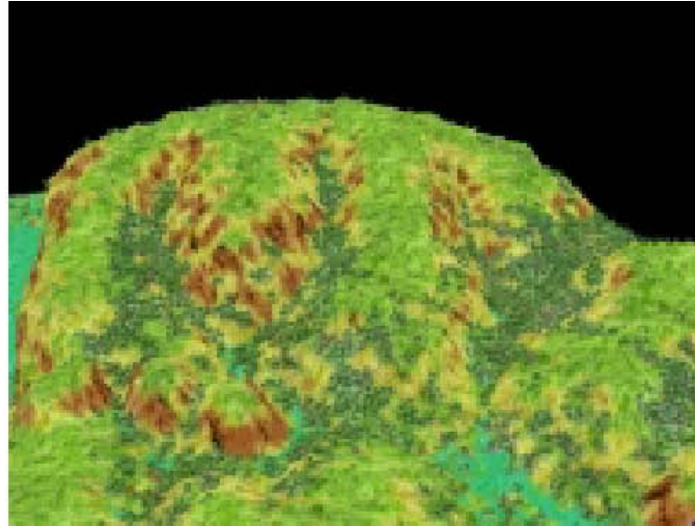
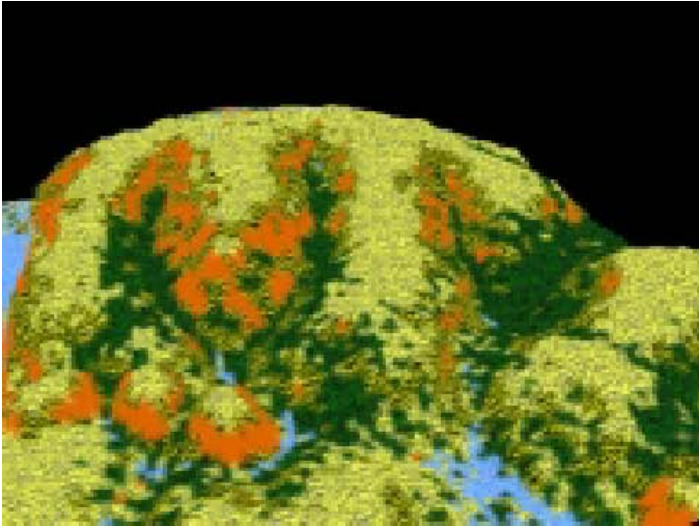


“Modeling of ecosystems as a data source for real-time terrain rendering” (Hammes, 2001)



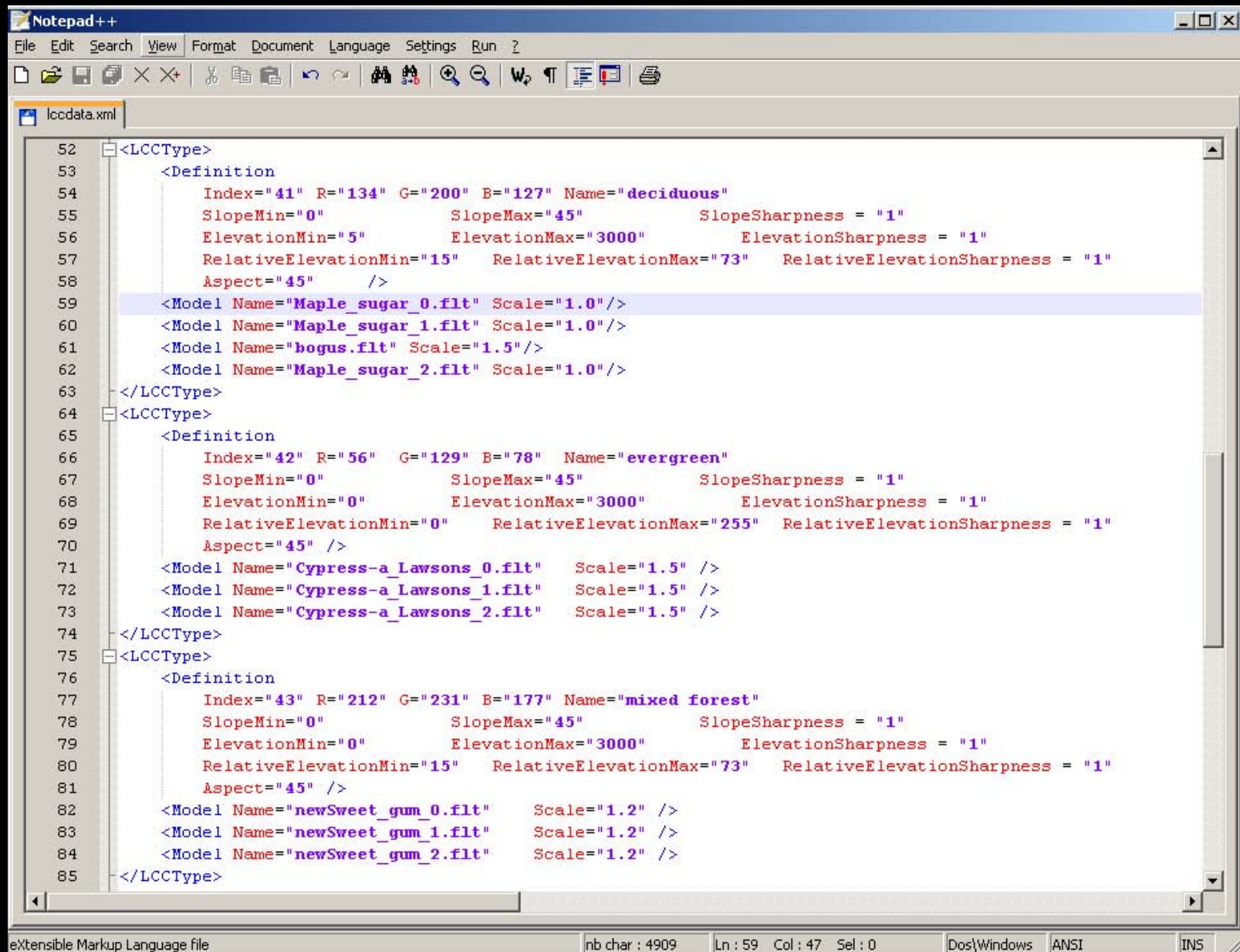
Ecosystem	Color		Elevation	Relative elevation	Slope
Dense bush		Min Max Sharpness	140 260 2	-0.5 0.1 1	0.0 0.7 2
Marshland		Min Max Sharpness	-50 50 2	-0.5 0 1	-0.2 0.3 2
Small bushes and grass		Min Max Sharpness	-50 350 2	0.07 0.3 1	-0.2 0.8 2
Grass on steep slopes		Min Max Sharpness	-50 350 2	0 1 1	0.7 1.2 2
Exposed rock		Min Max Sharpness	-50 350 2	-1 1 1	1.4 4.2 8

Modeling Ecosystems (Hammes, 2001)



- 5 ecotypes
- 1 plant model
- Elevation-based
- No effort to match to actual LCC data

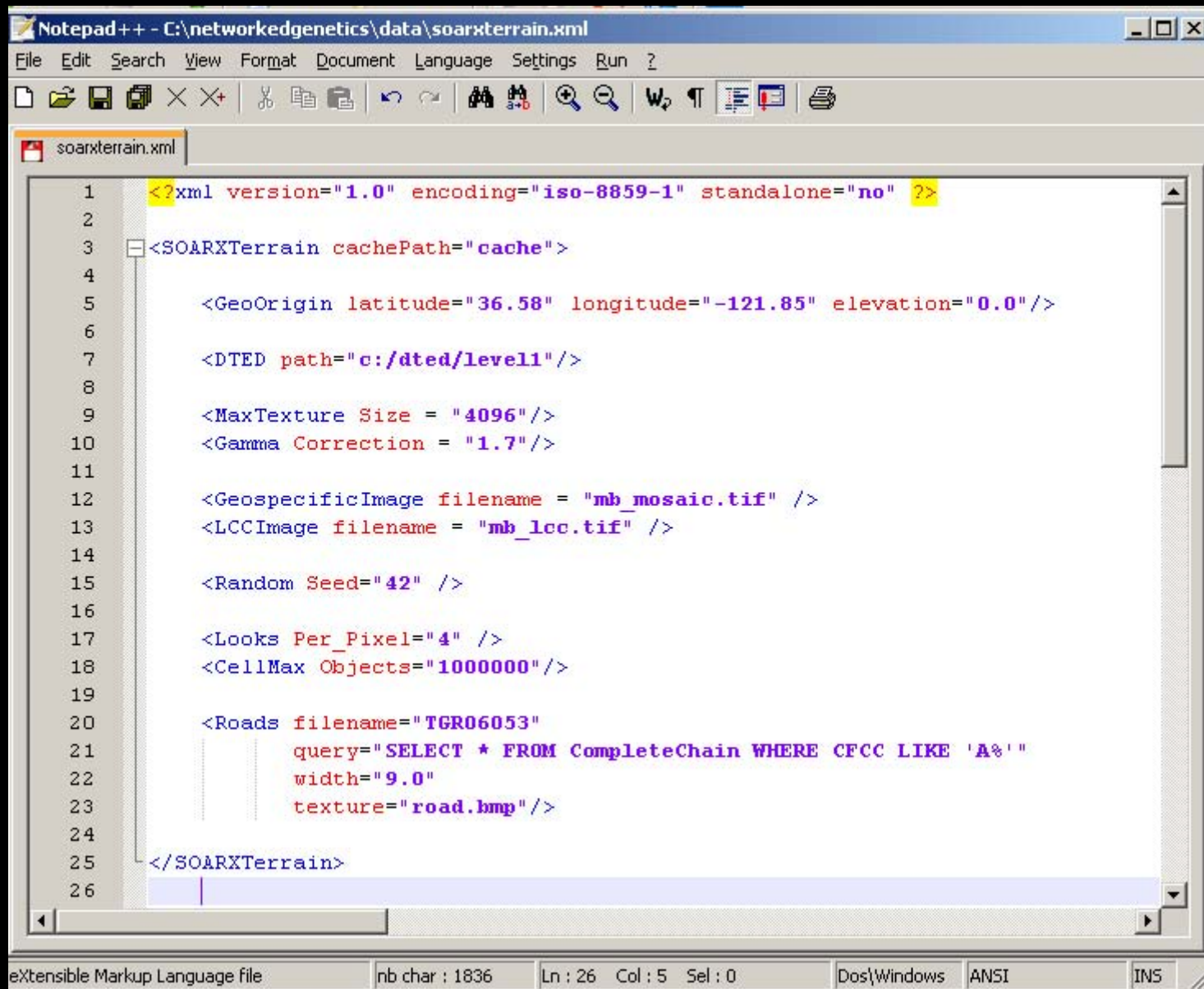
How we define ecotypes



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53   <Definition
54     Index="41" R="134" G="200" B="127" Name="deciduous"
55     SlopeMin="0" SlopeMax="45" SlopeSharpness = "1"
56     ElevationMin="5" ElevationMax="3000" ElevationSharpness = "1"
57     RelativeElevationMin="15" RelativeElevationMax="73" RelativeElevationSharpness = "1"
58     Aspect="45" />
59   <Model Name="Maple_sugar_0.flt" Scale="1.0" />
60   <Model Name="Maple_sugar_1.flt" Scale="1.0" />
61   <Model Name="bogus.flt" Scale="1.5" />
62   <Model Name="Maple_sugar_2.flt" Scale="1.0" />
63 </LCCType>
64 <LCCType>
65   <Definition
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67     SlopeMin="0" SlopeMax="45" SlopeSharpness = "1"
68     ElevationMin="0" ElevationMax="3000" ElevationSharpness = "1"
69     RelativeElevationMin="0" RelativeElevationMax="255" RelativeElevationSharpness = "1"
70     Aspect="45" />
71   <Model Name="Cypress-a Lawsons_0.flt" Scale="1.5" />
72   <Model Name="Cypress-a Lawsons_1.flt" Scale="1.5" />
73   <Model Name="Cypress-a Lawsons_2.flt" Scale="1.5" />
74 </LCCType>
75 <LCCType>
76   <Definition
77     Index="43" R="212" G="231" B="177" Name="mixed forest"
78     SlopeMin="0" SlopeMax="45" SlopeSharpness = "1"
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81     Aspect="45" />
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83   <Model Name="newSweet_gum_1.flt" Scale="1.2" />
84   <Model Name="newSweet_gum_2.flt" Scale="1.2" />
85 </LCCType>
```

Notepad++ window showing the file lccdata.xml. The status bar at the bottom indicates: eXtensible Markup Language file, nb char : 4909, Ln : 59 Col : 47 Sel : 0, Dos\Windows ANSI, INS.

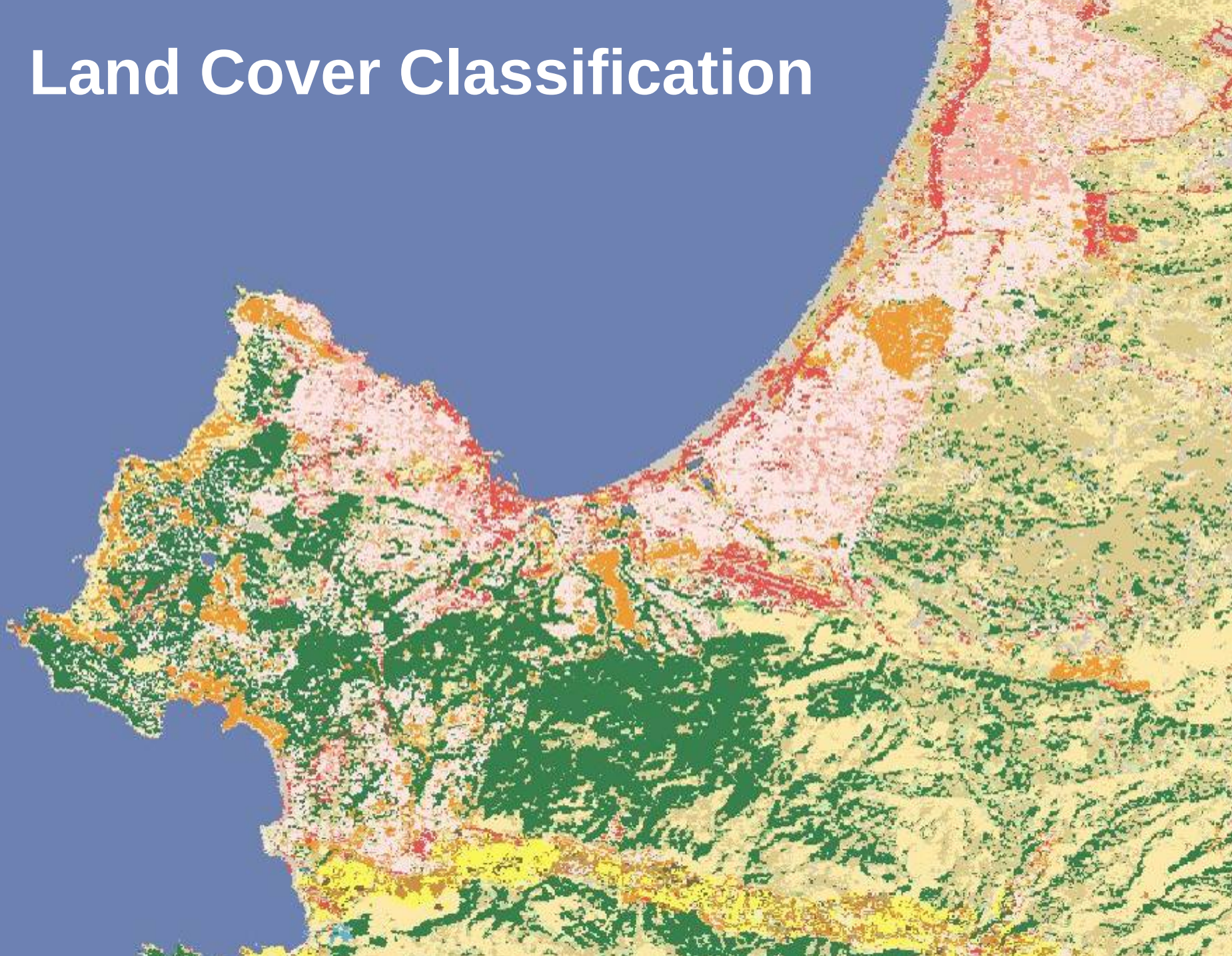
Our system configuration file



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2
3 <SOARXTerrain cachePath="cache">
4
5     <GeoOrigin latitude="36.58" longitude="-121.85" elevation="0.0" />
6
7     <DTED path="c:/dted/level1" />
8
9     <MaxTexture Size = "4096" />
10    <Gamma Correction = "1.7" />
11
12    <GeospecificImage filename = "mb_mosaic.tif" />
13    <LCCImage filename = "mb_lcc.tif" />
14
15    <Random Seed="42" />
16
17    <Looks Per_Pixel="4" />
18    <CellMax Objects="1000000" />
19
20    <Roads filename="TGR06053"
21        query="SELECT * FROM CompleteChain WHERE CFCC LIKE 'A%'
22        width="9.0"
23        texture="road.bmp" />
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25 </SOARXTerrain>
26
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eXtensible Markup Language file nb char : 1836 Ln : 26 Col : 5 Sel : 0 Dos\Windows ANSI INS

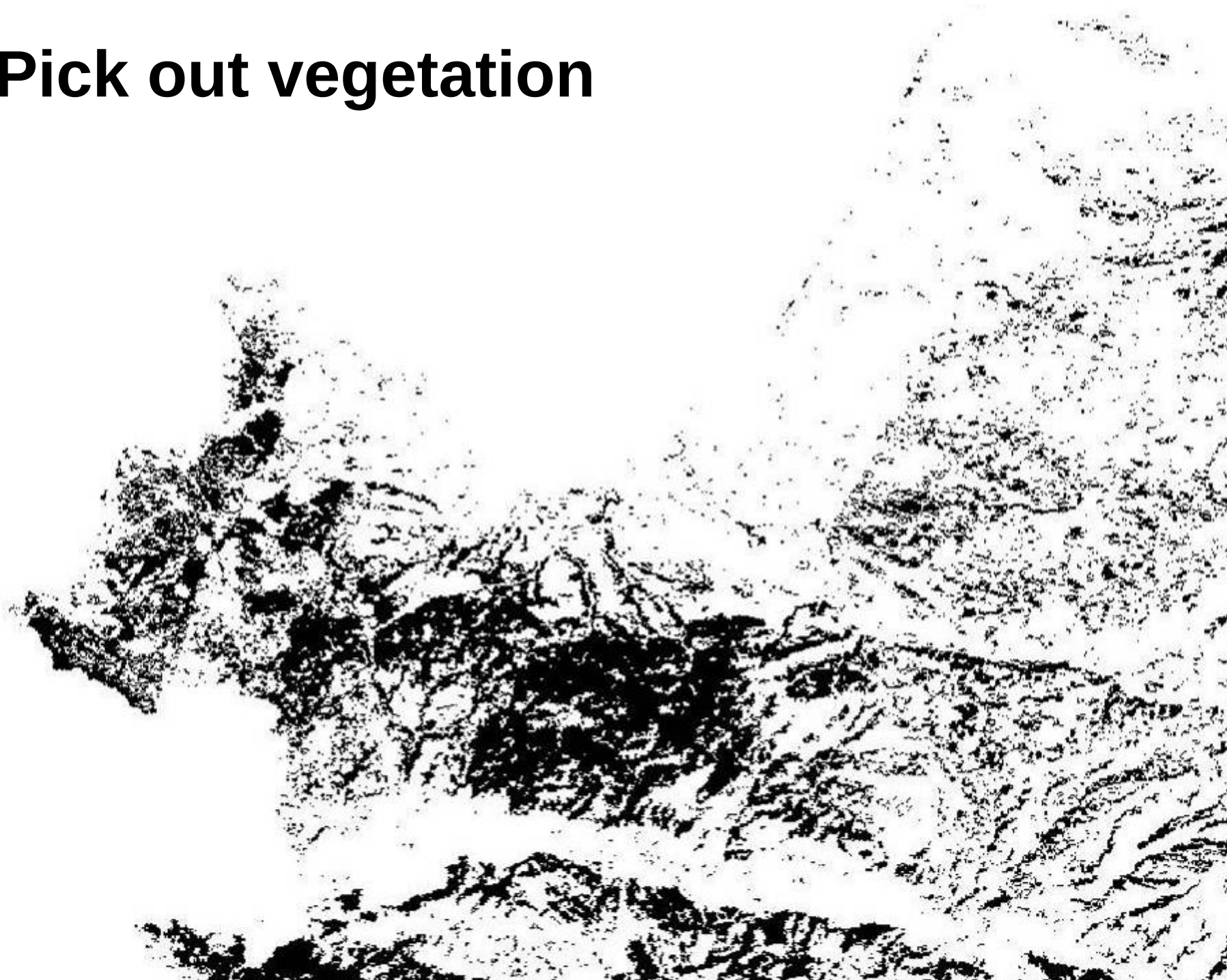
Land Cover Classification



National Land Cover Dataset Classification System Legend

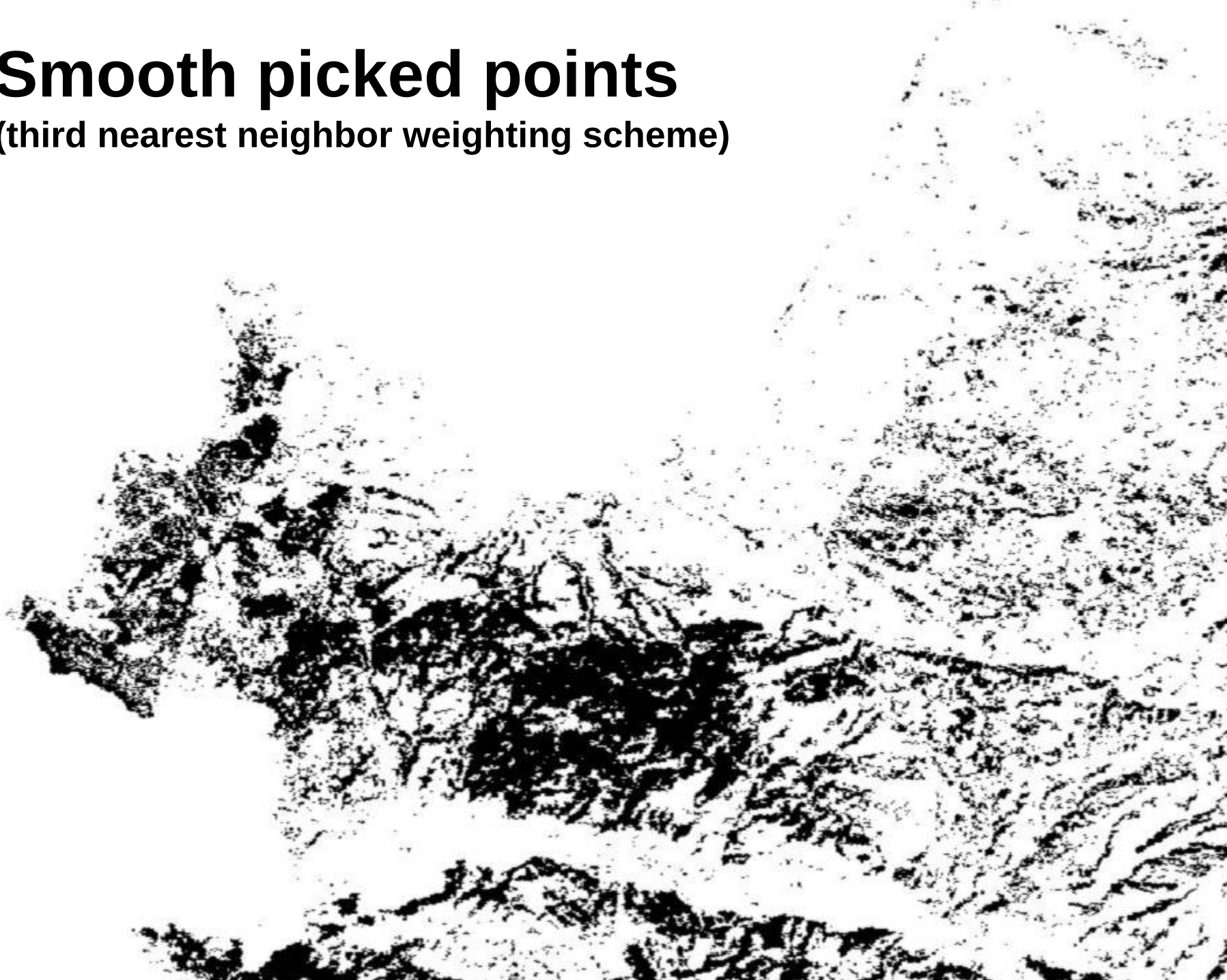
Color Key	RGB Value	Class Number and Name
	102, 140, 190	11 - Open Water
	255,255,255	12 - Perennial Ice/Snow
	253, 229, 228	21 - Low Intensity Residential
	247, 178, 159	22 - High Intensity Residential
	231, 86, 78	23 - Commerical/Industrial/Transportation
	210, 205, 192	31 - Bare Rock/Sand/Clay
	175, 175, 177	32 - Quarries/Strip Mines, Gravel Pits
	83, 62, 118	33 - Transitional
	134, 200, 127	41 - Deciduous Forest
	26, 129, 78	42 - Evergreen Forest
	212, 231, 177	43 - Mixed Forest
	220, 202, 143	51 - Shrubland
	187, 174, 118	61 - Orchards/Vineyards
	253, 233, 170	71 - Grasslands/Herbaceous
	252, 246, 93	81 - Pasture/Hay
	202, 145, 71	82 - Row Crops
	121, 108, 75	83 - Small Grains
	244, 238, 203	84 - Fallow
	240, 156, 054	85 - Urban/Recreational Grasses
	201, 230, 249	91 - Woody Wetlands
	144, 192, 217	92 - Emergent Herbaceous Wetlands

Pick out vegetation

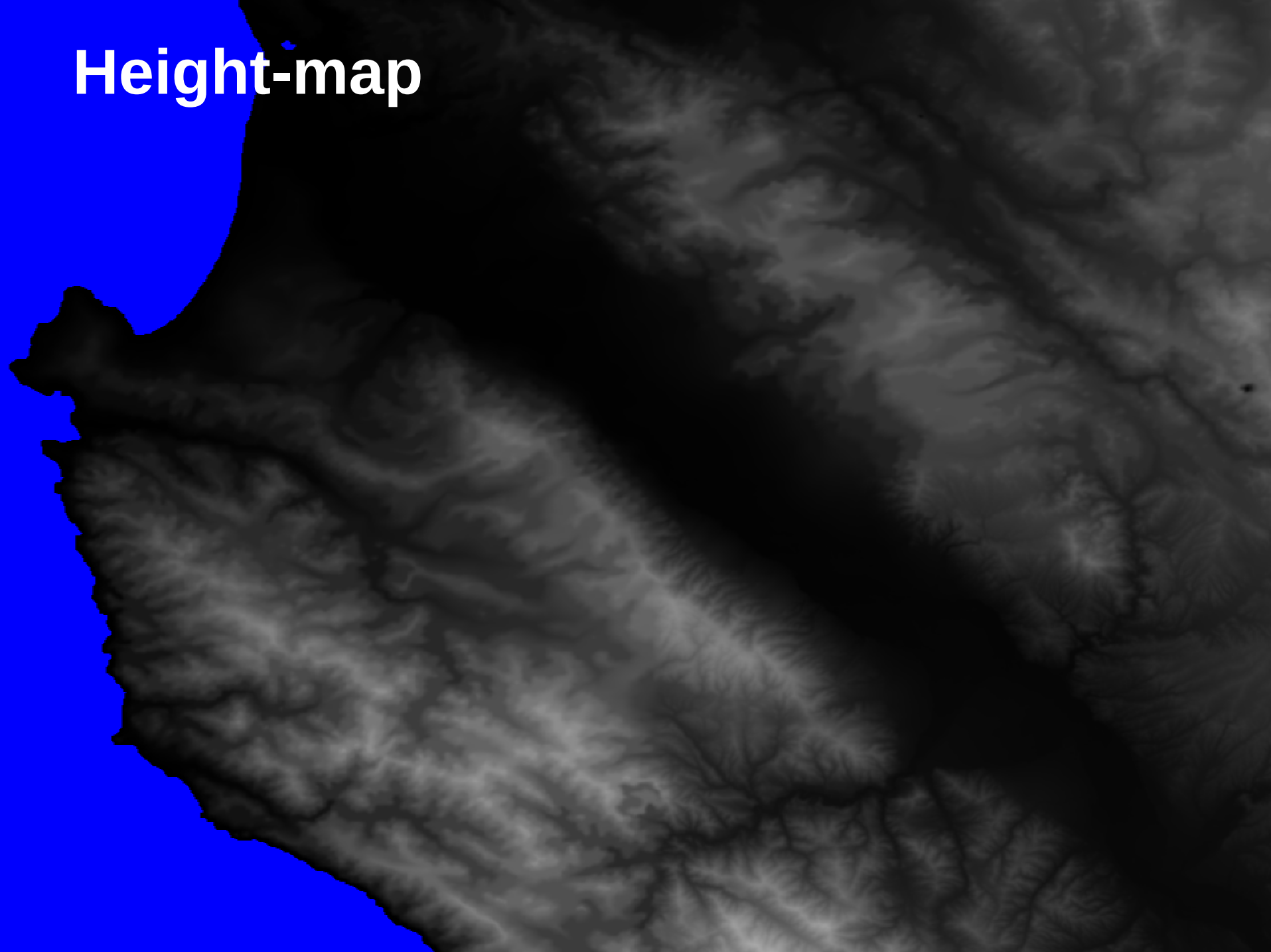


Smooth picked points

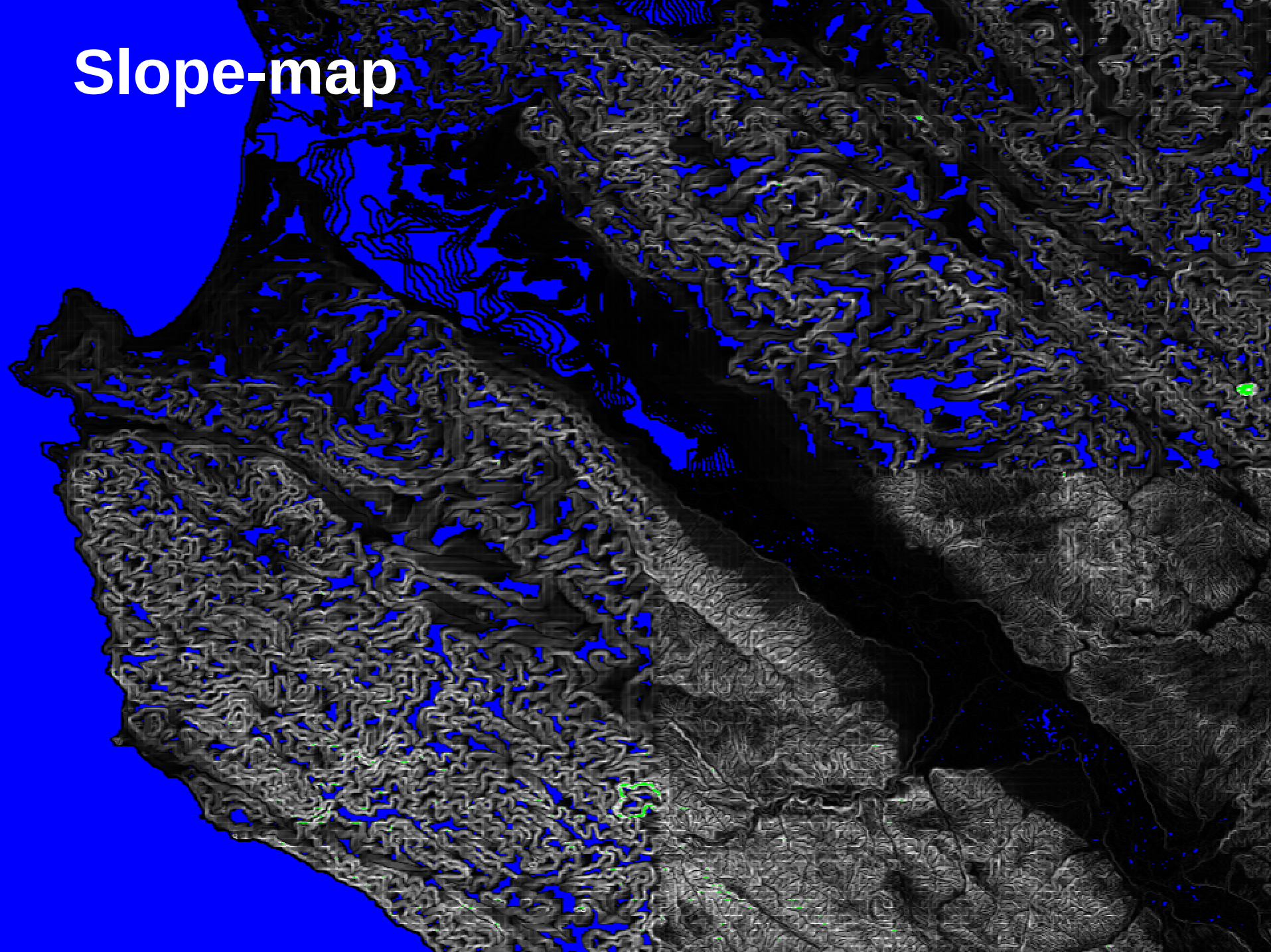
(third nearest neighbor weighting scheme)



Height-map

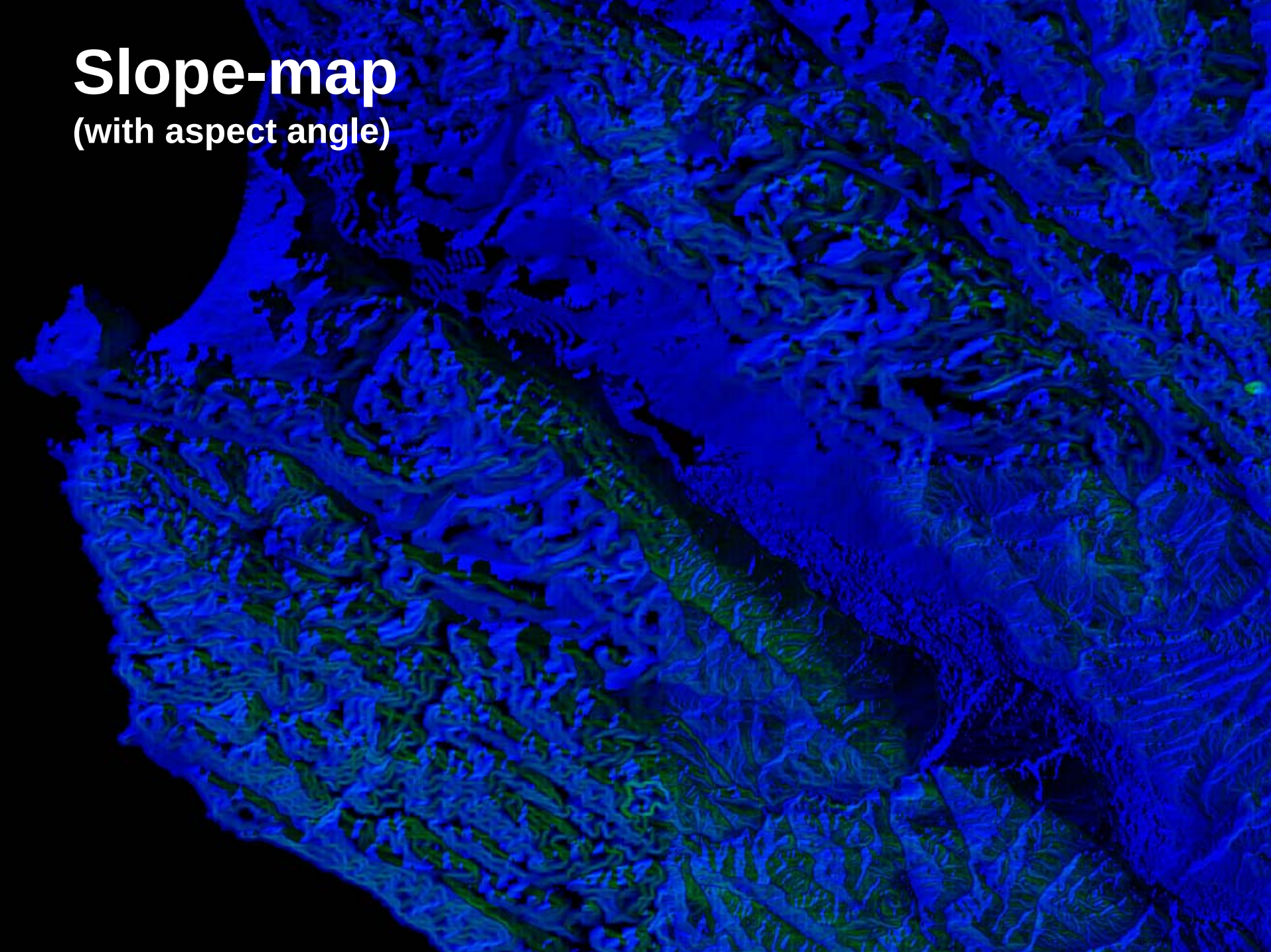


Slope-map

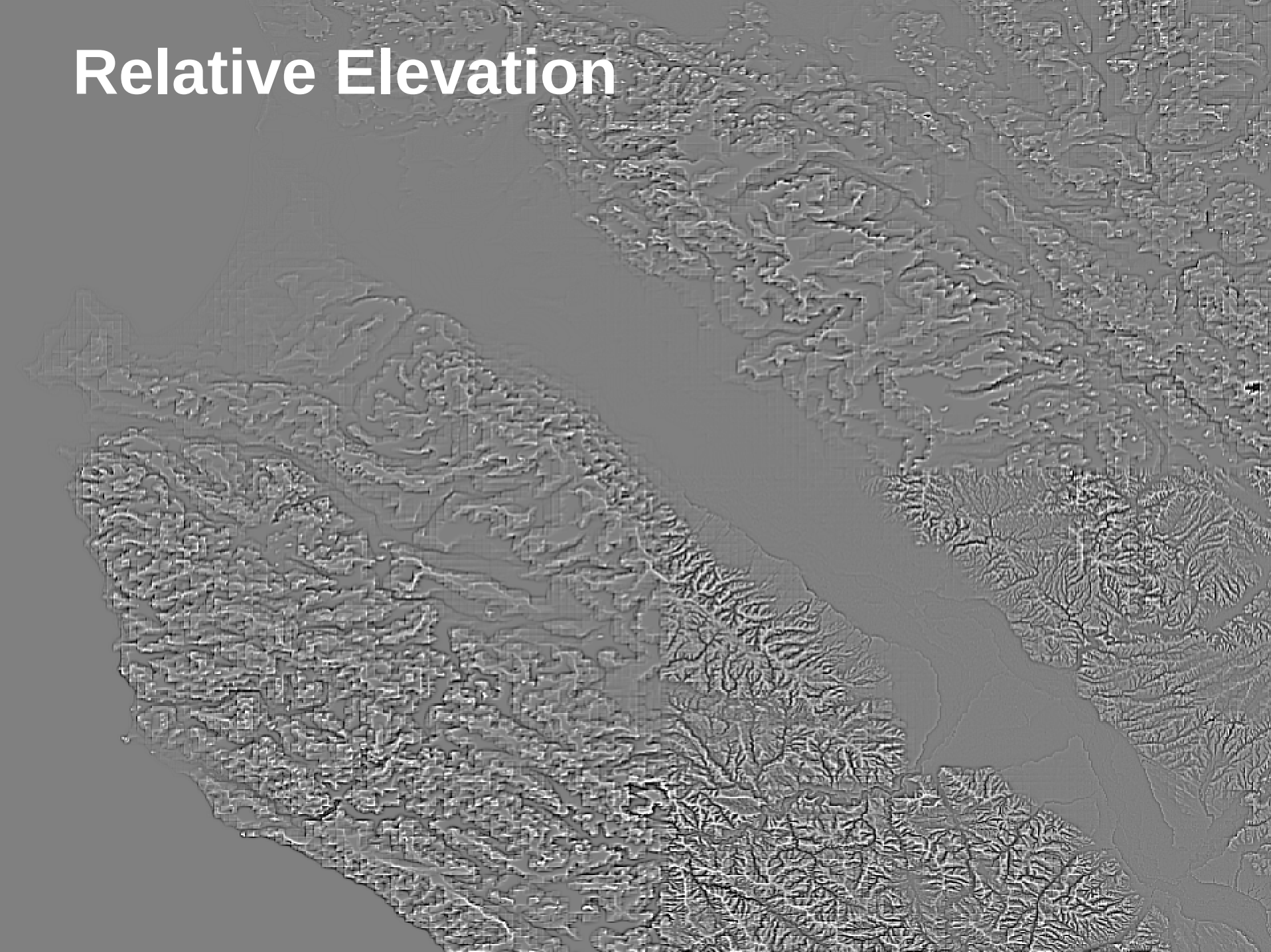


Slope-map

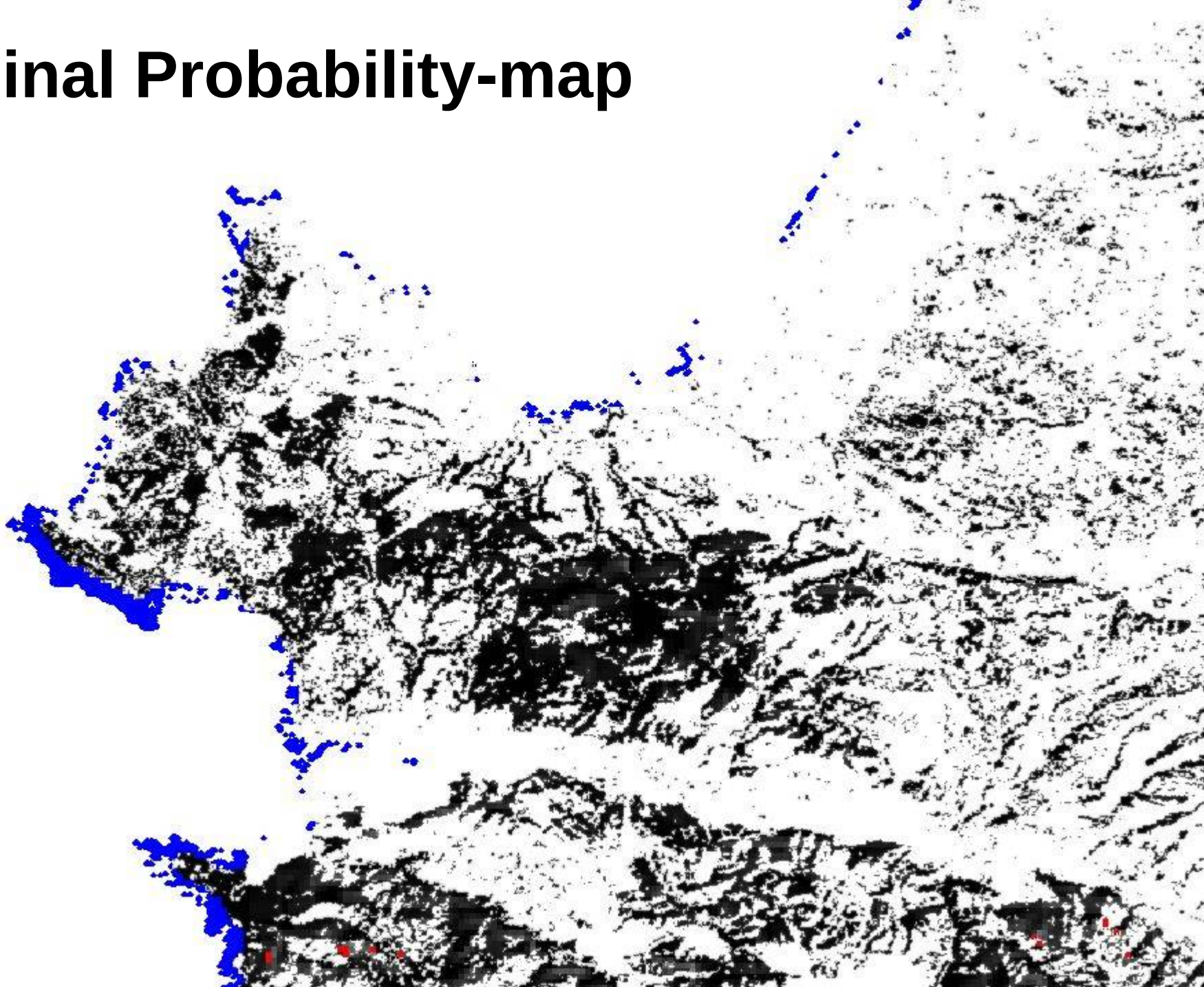
(with aspect angle)

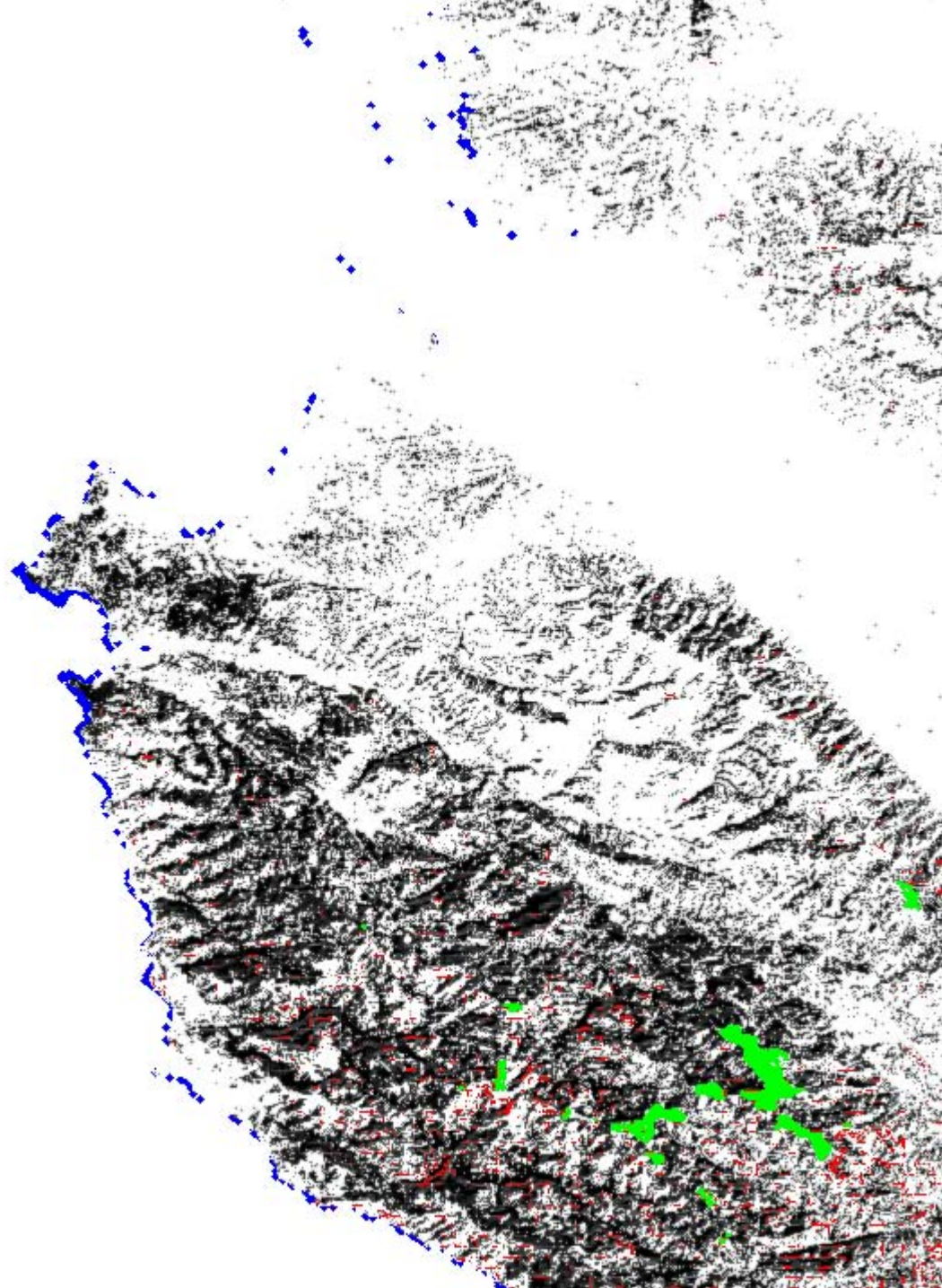


Relative Elevation



Final Probability-map

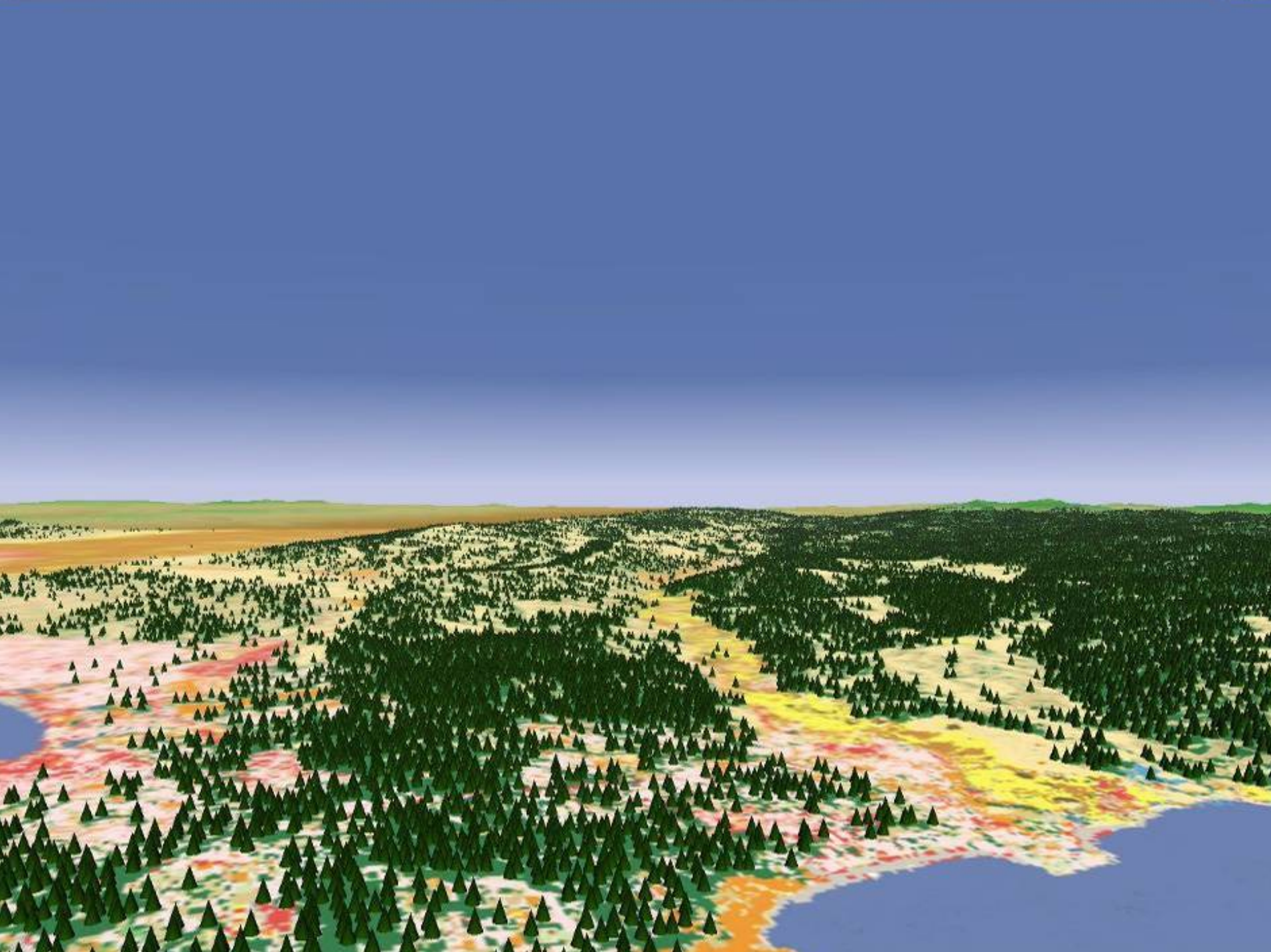




Blue – too low

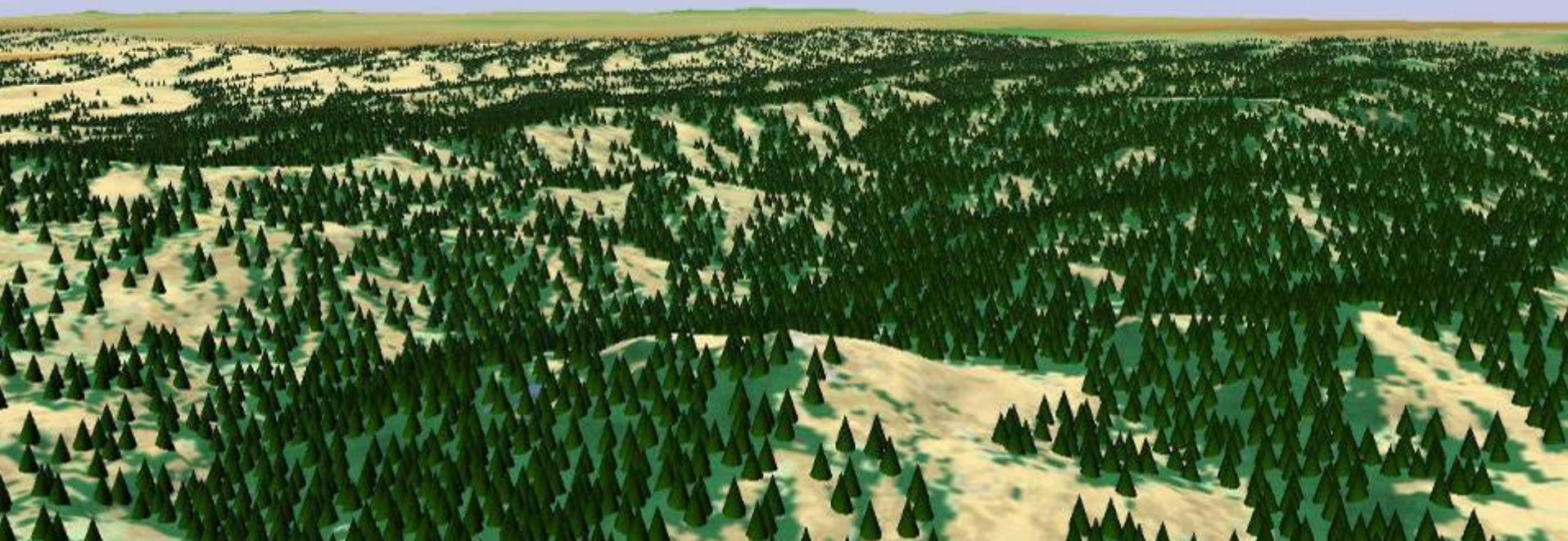
Green – too high

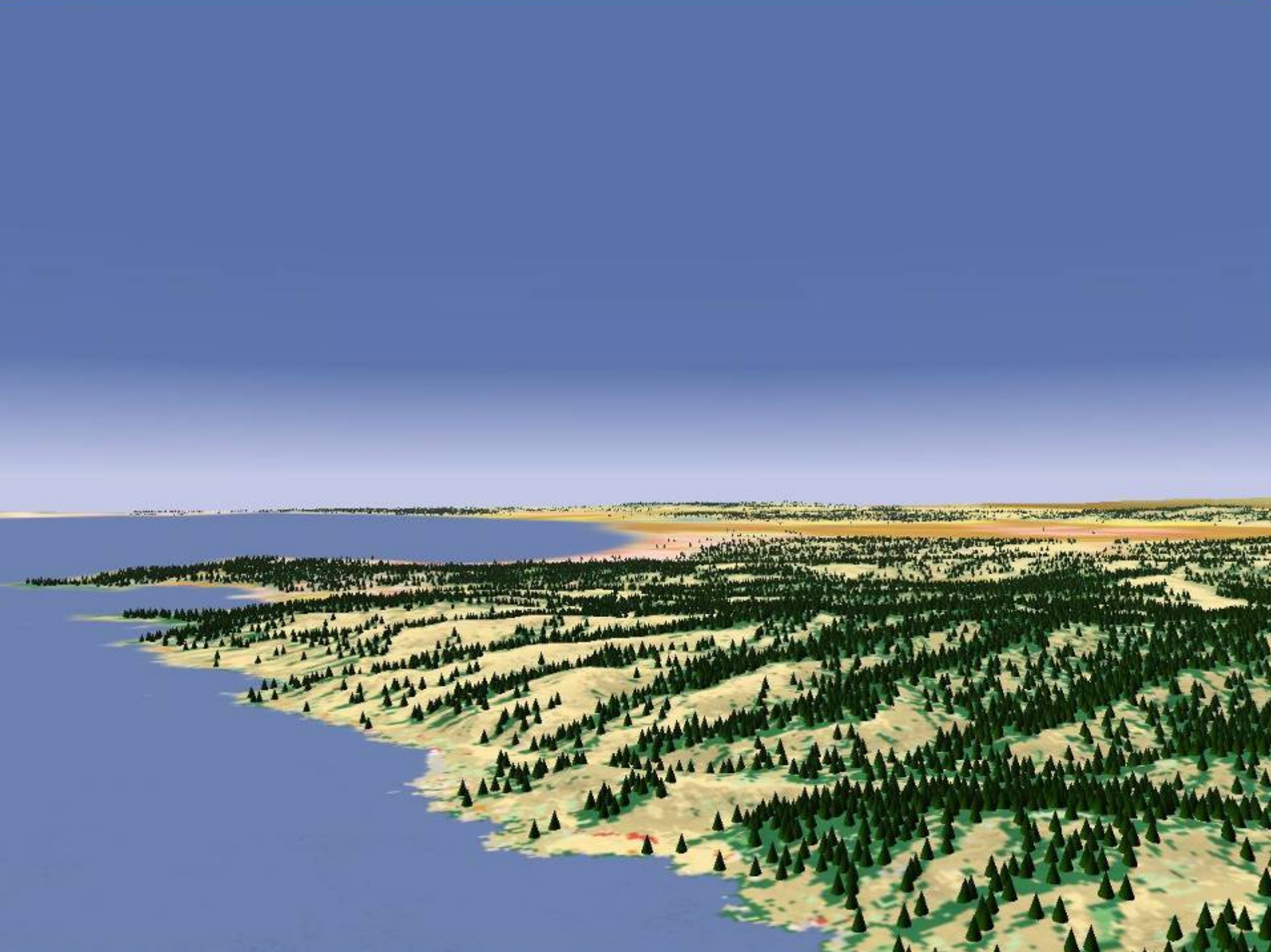
Red – too steep



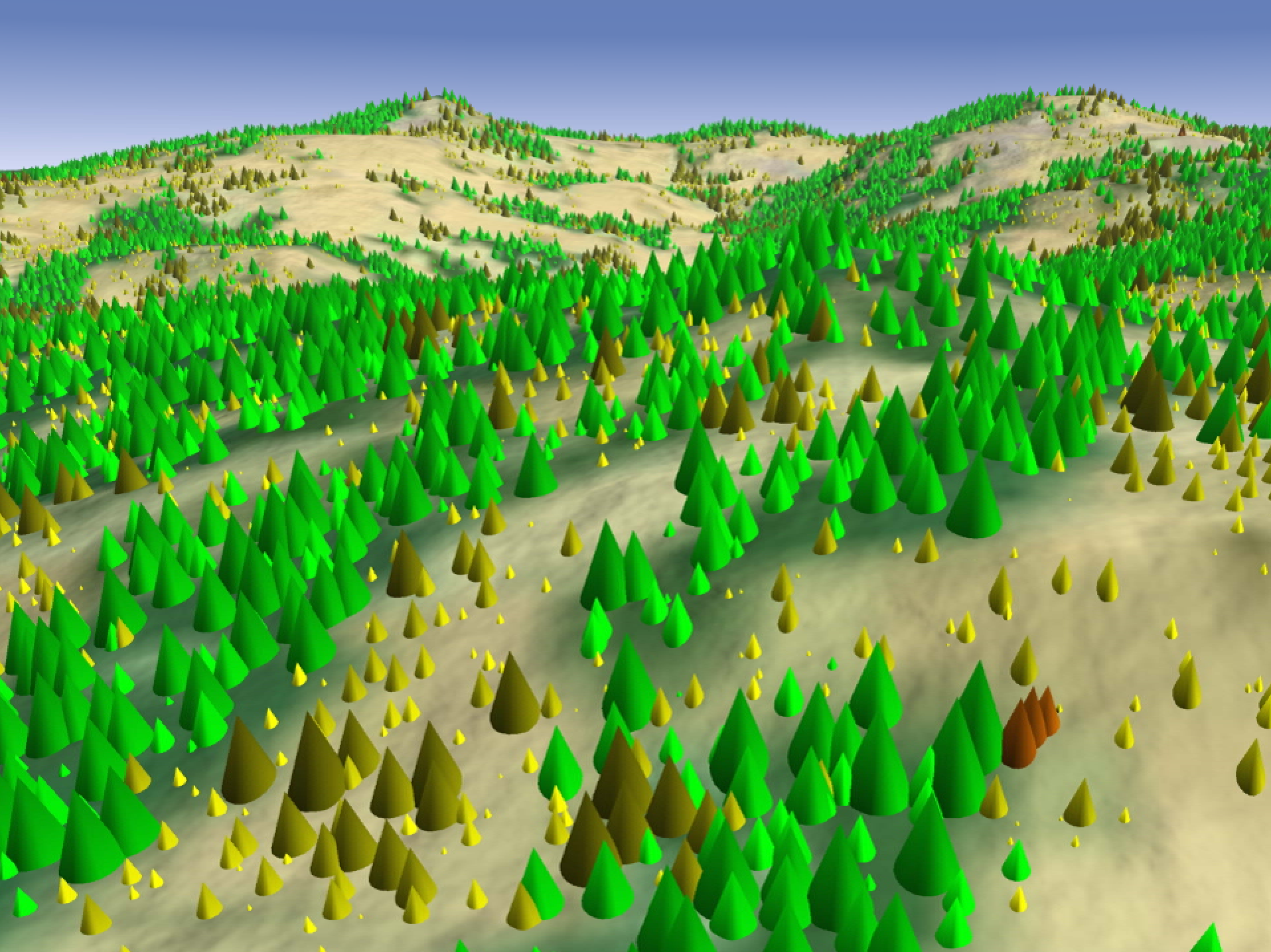


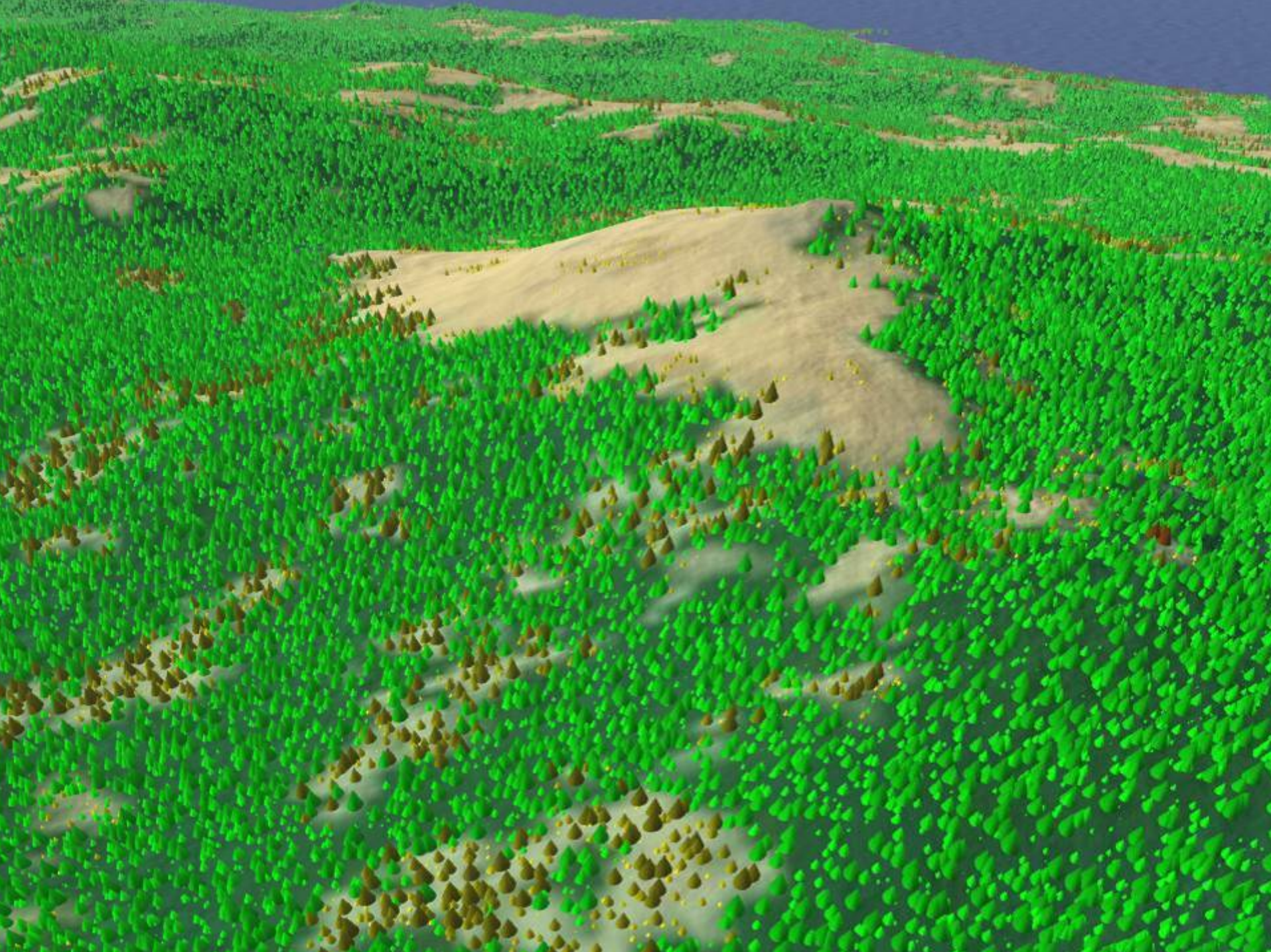


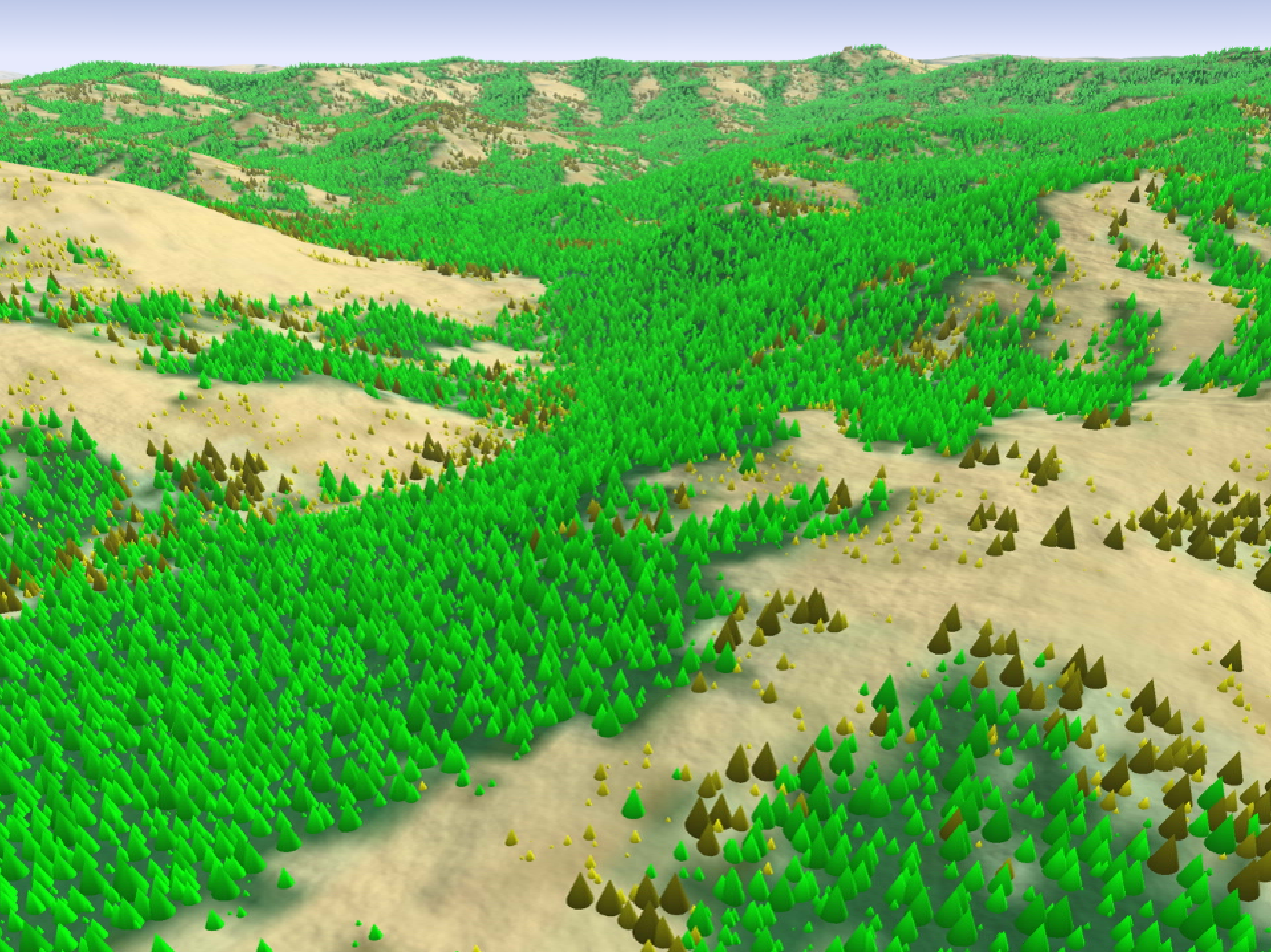


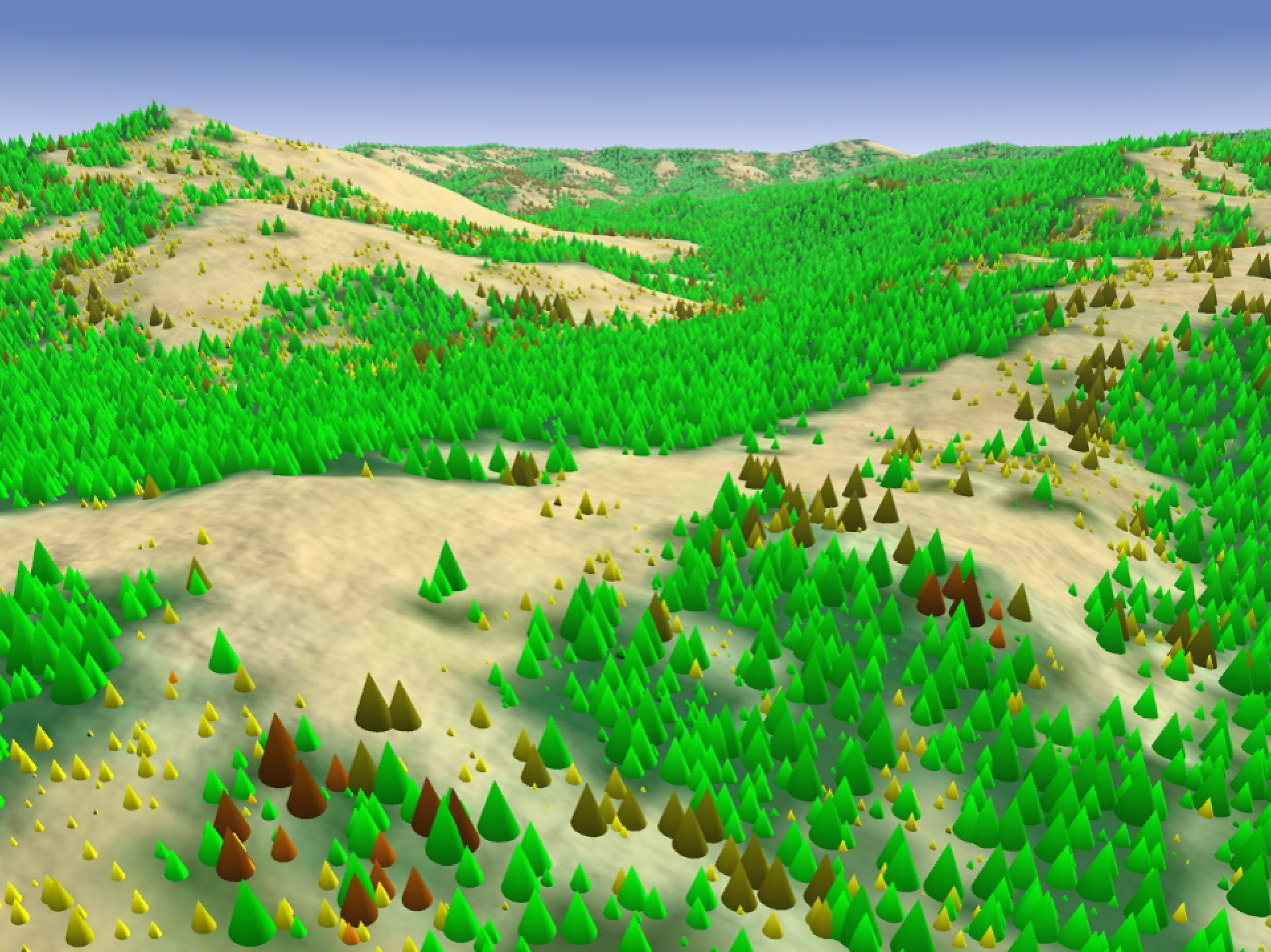


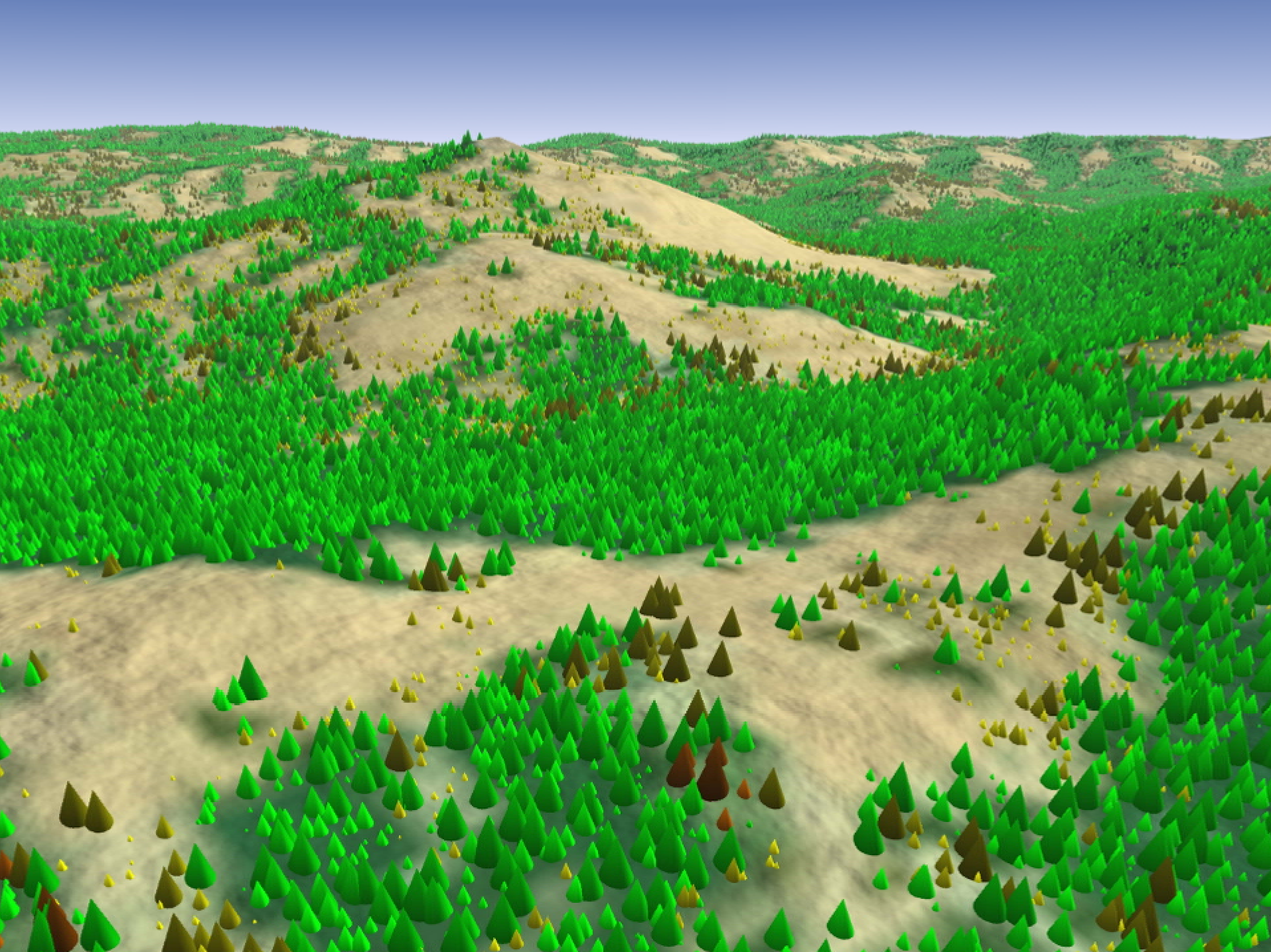


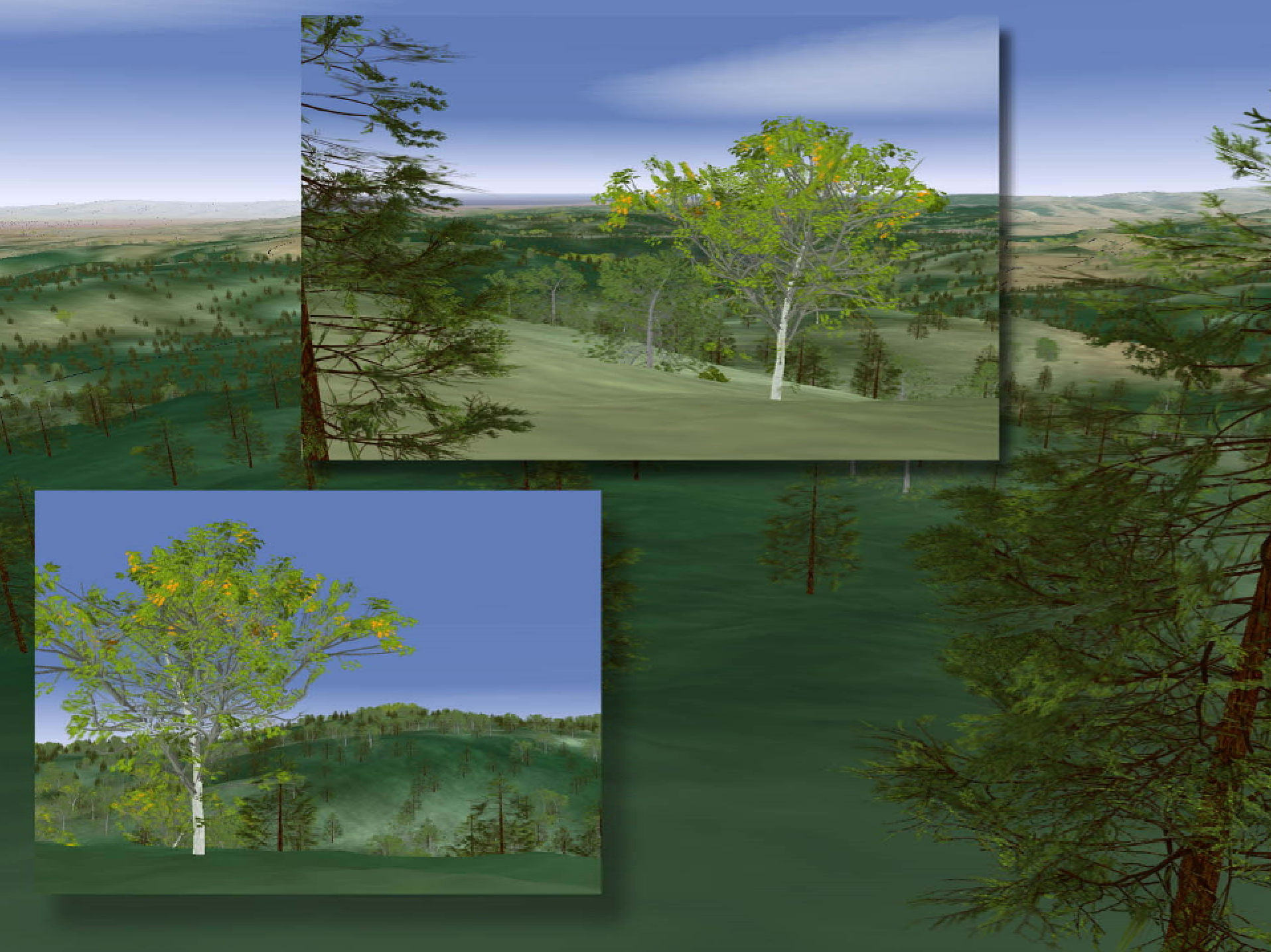


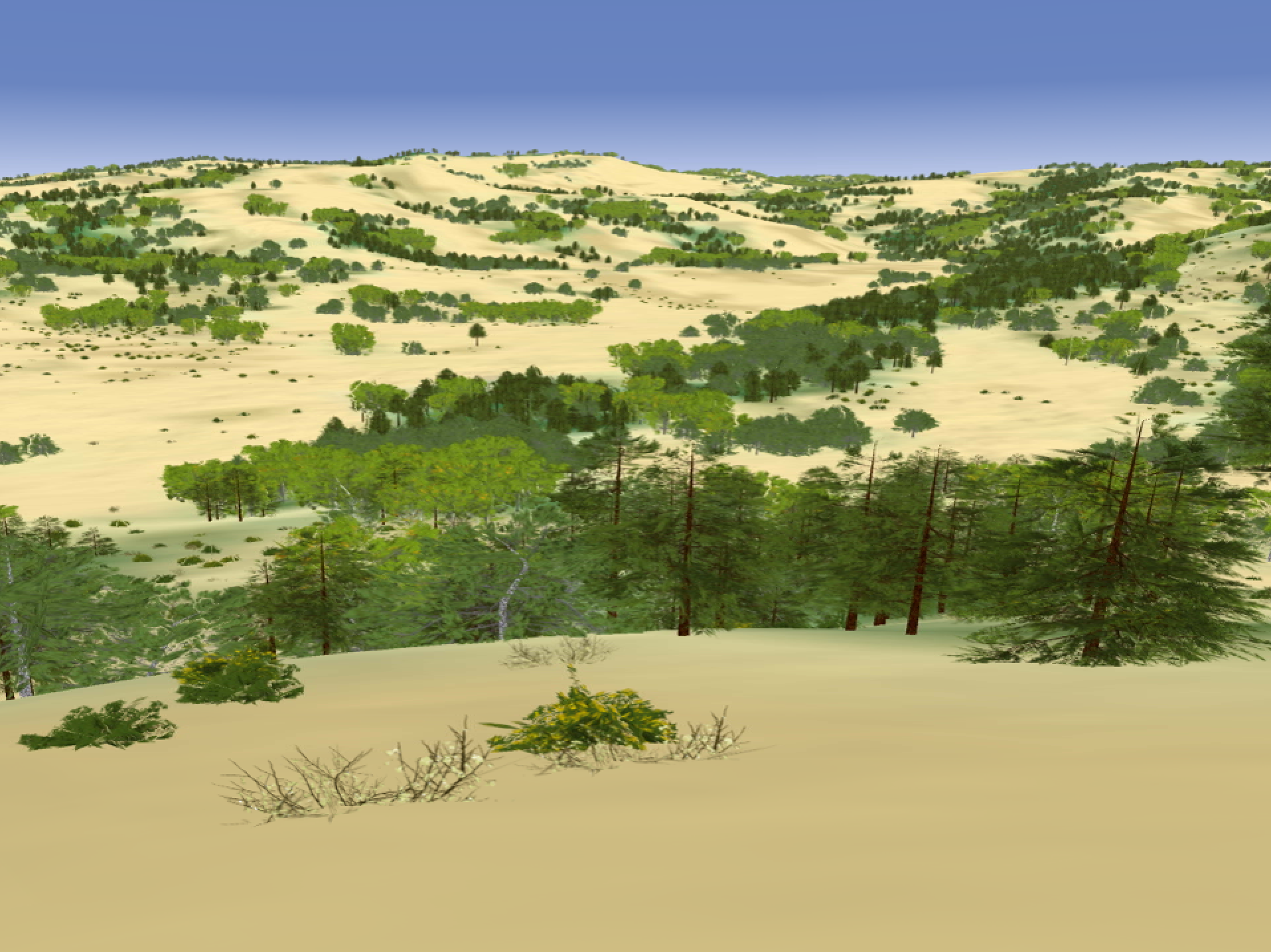


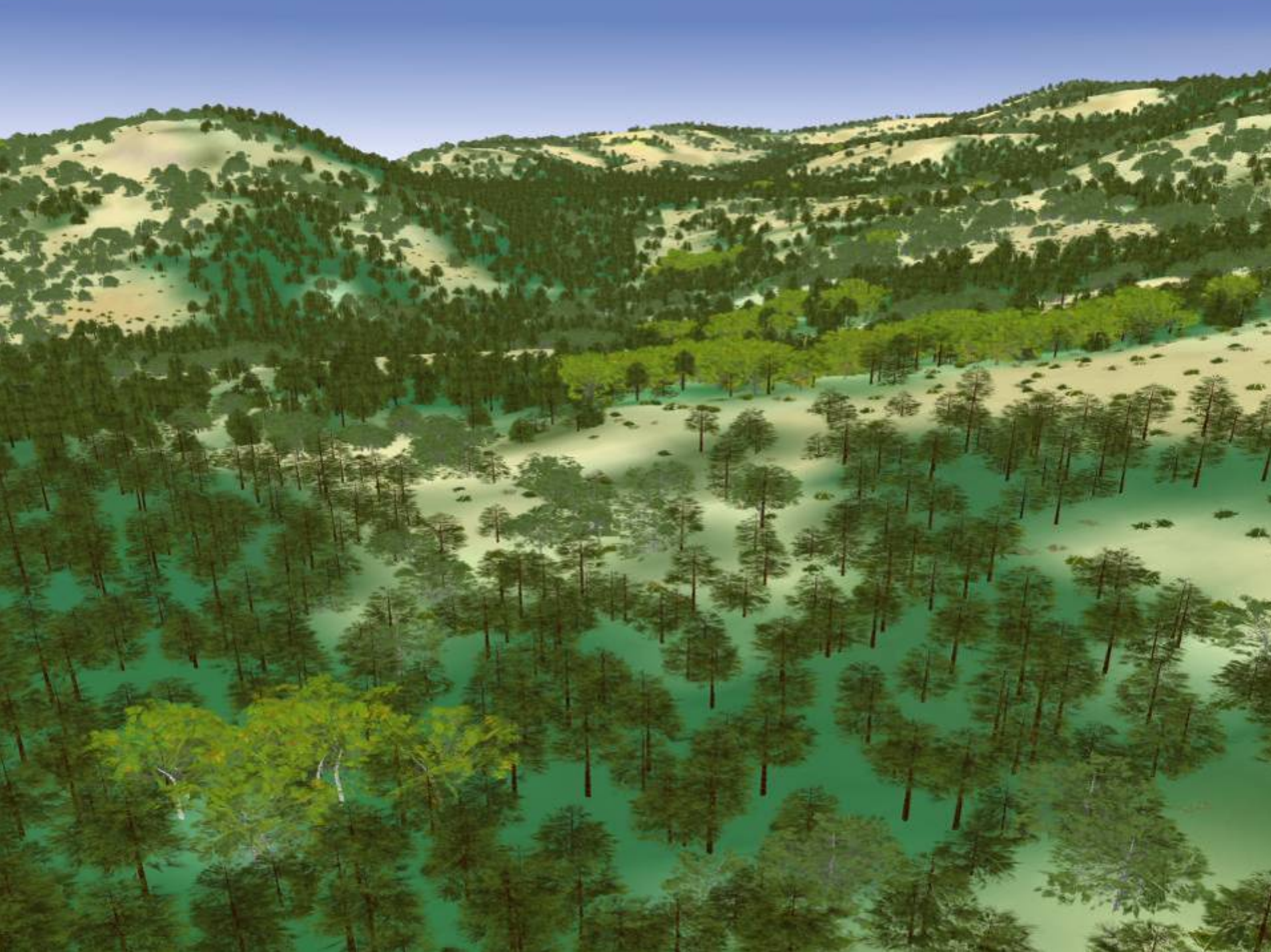


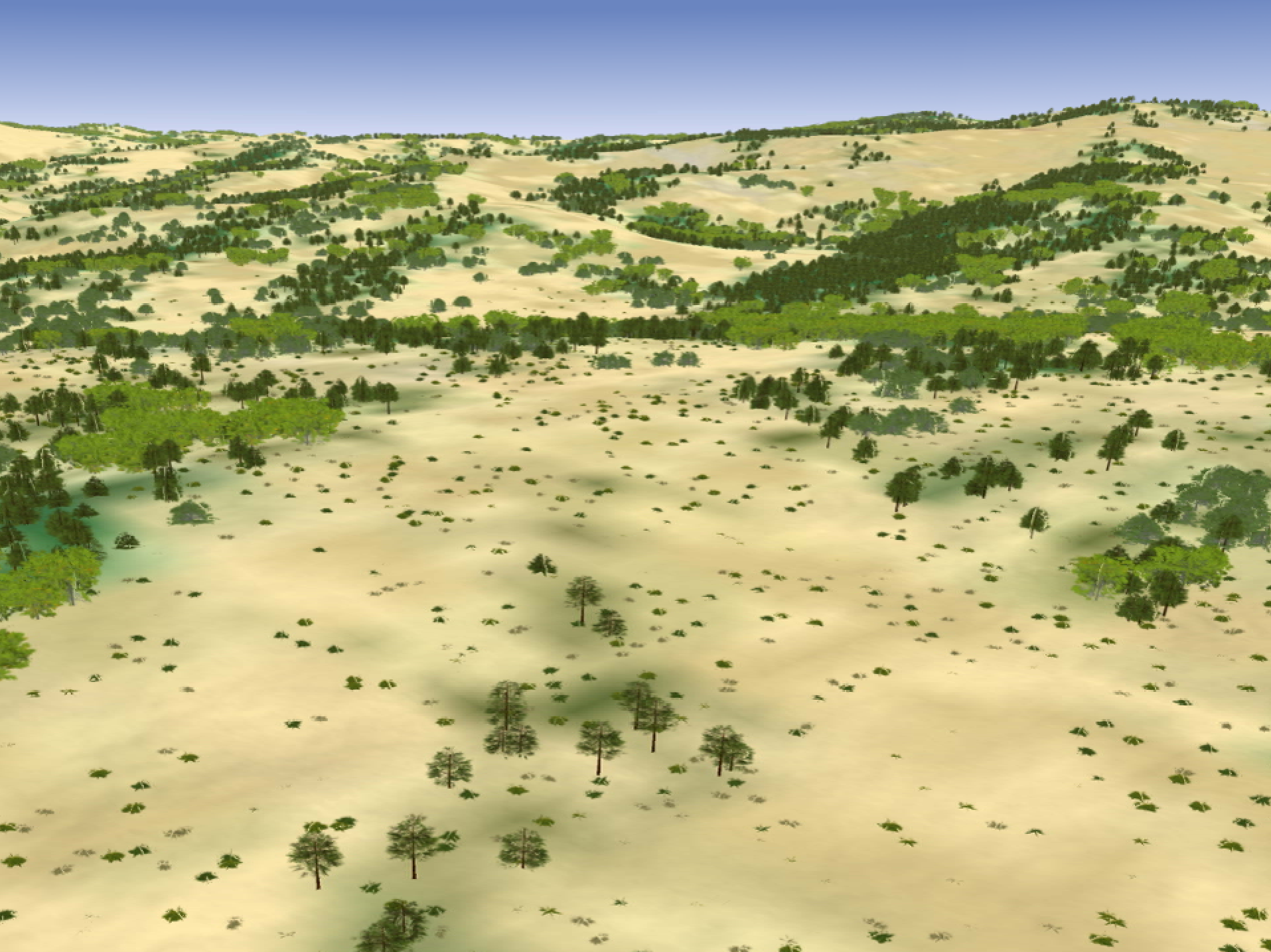


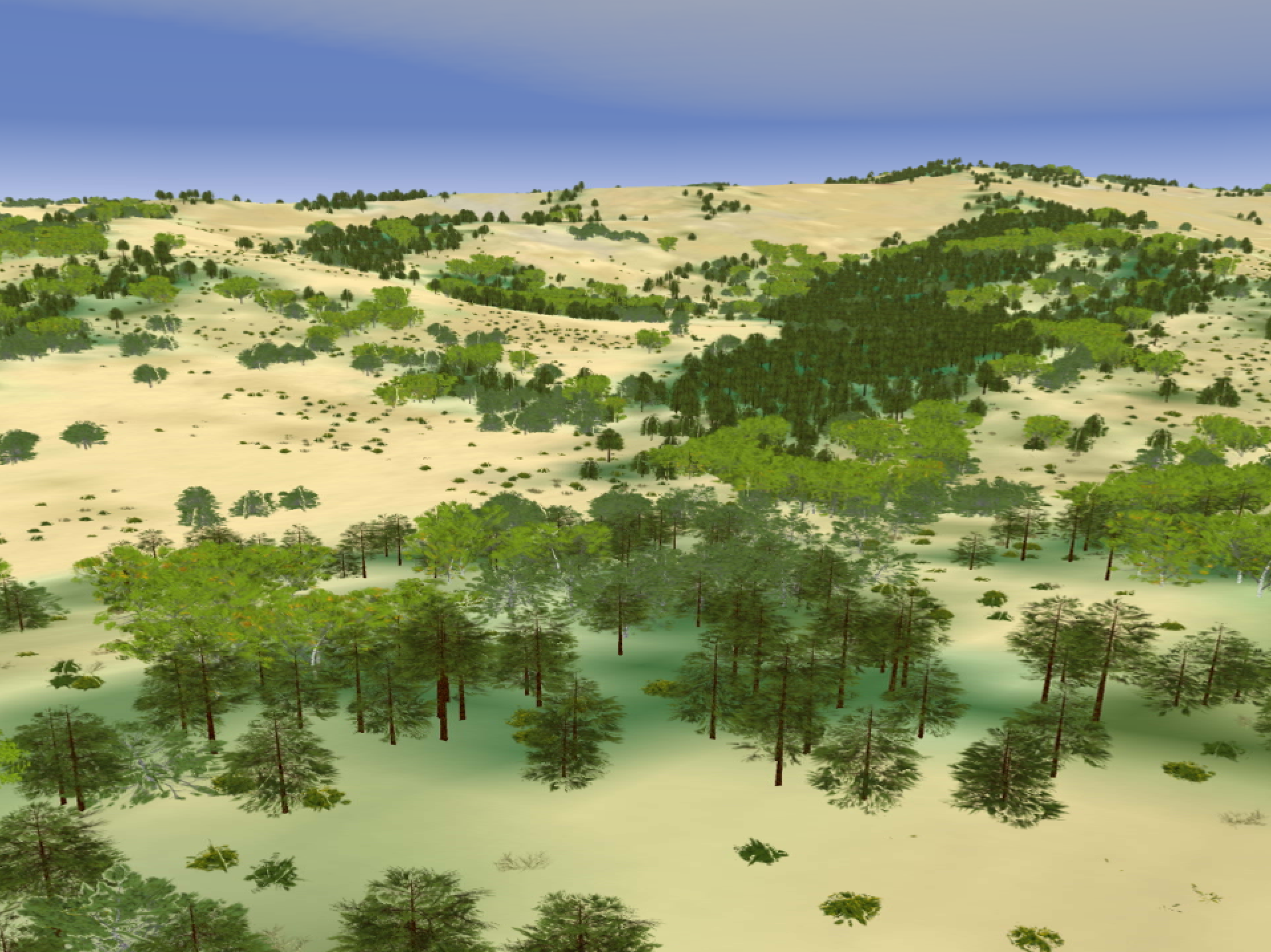


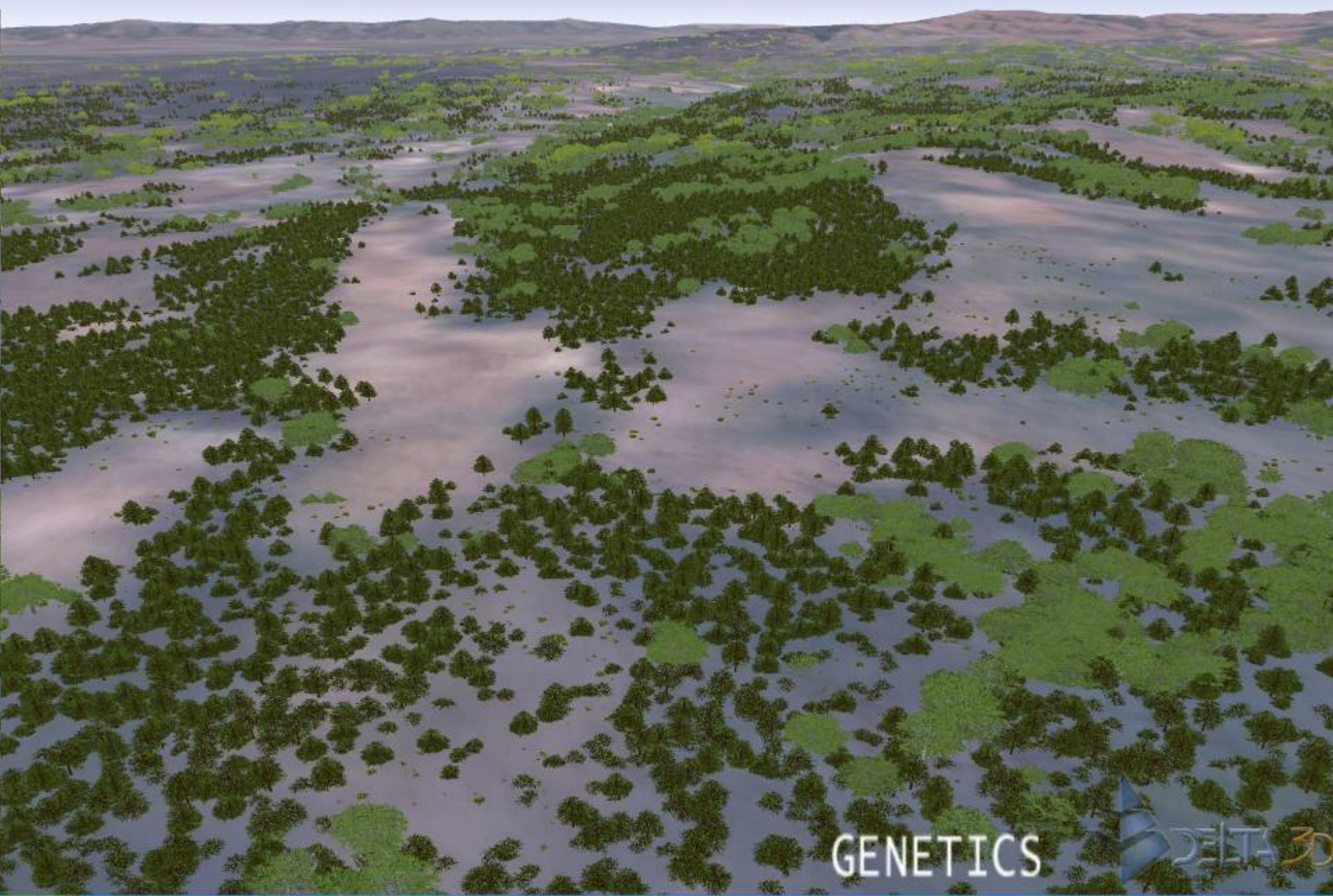






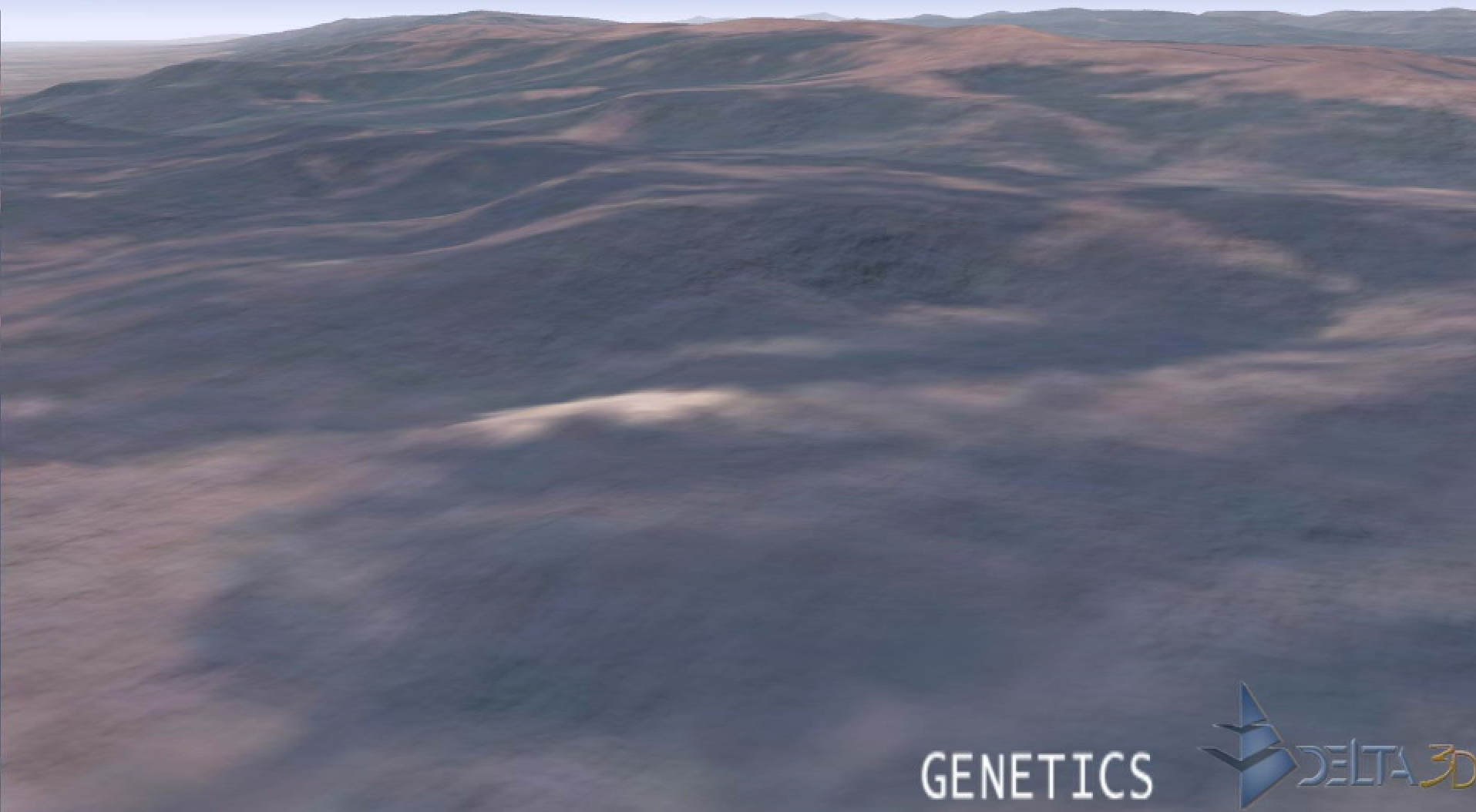






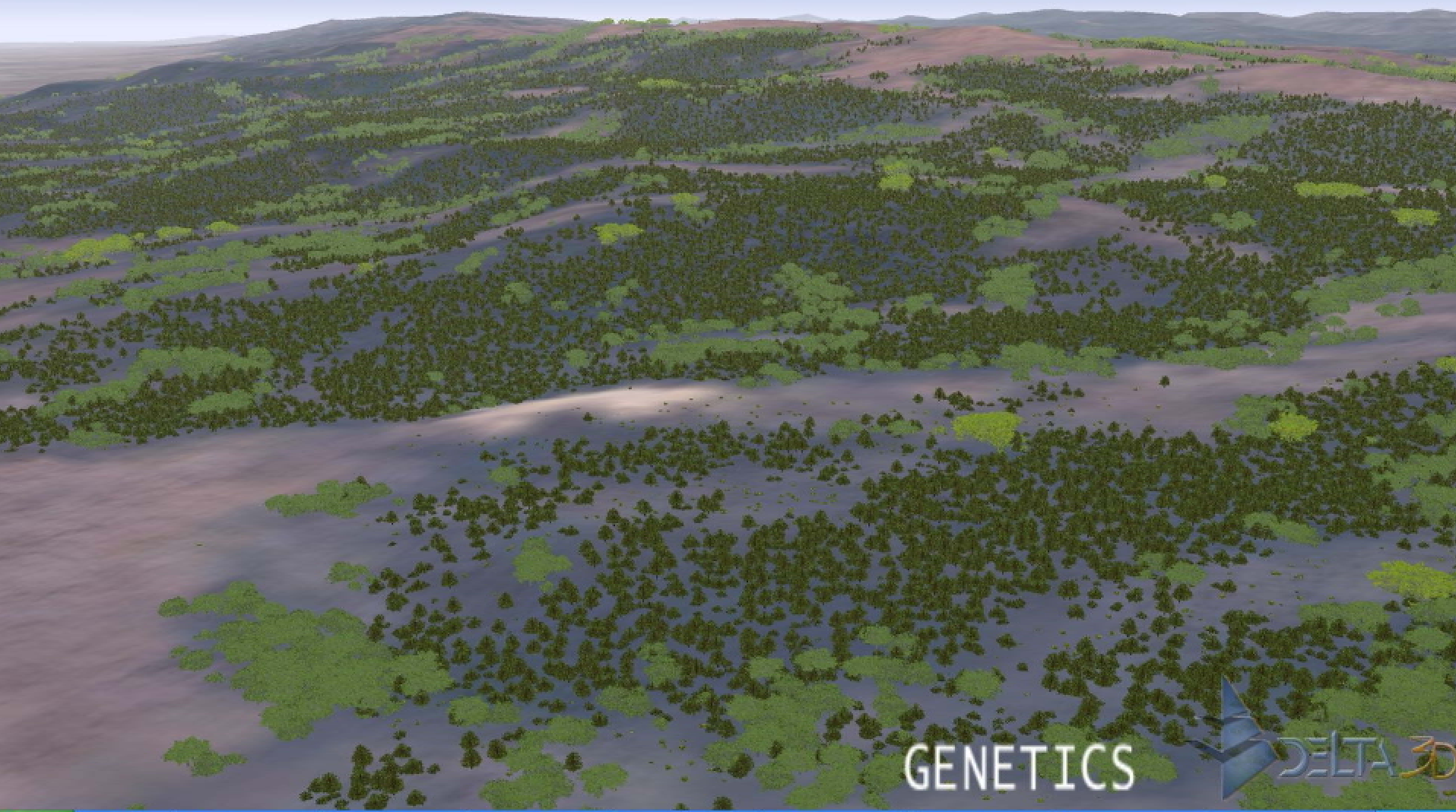
GENETICS





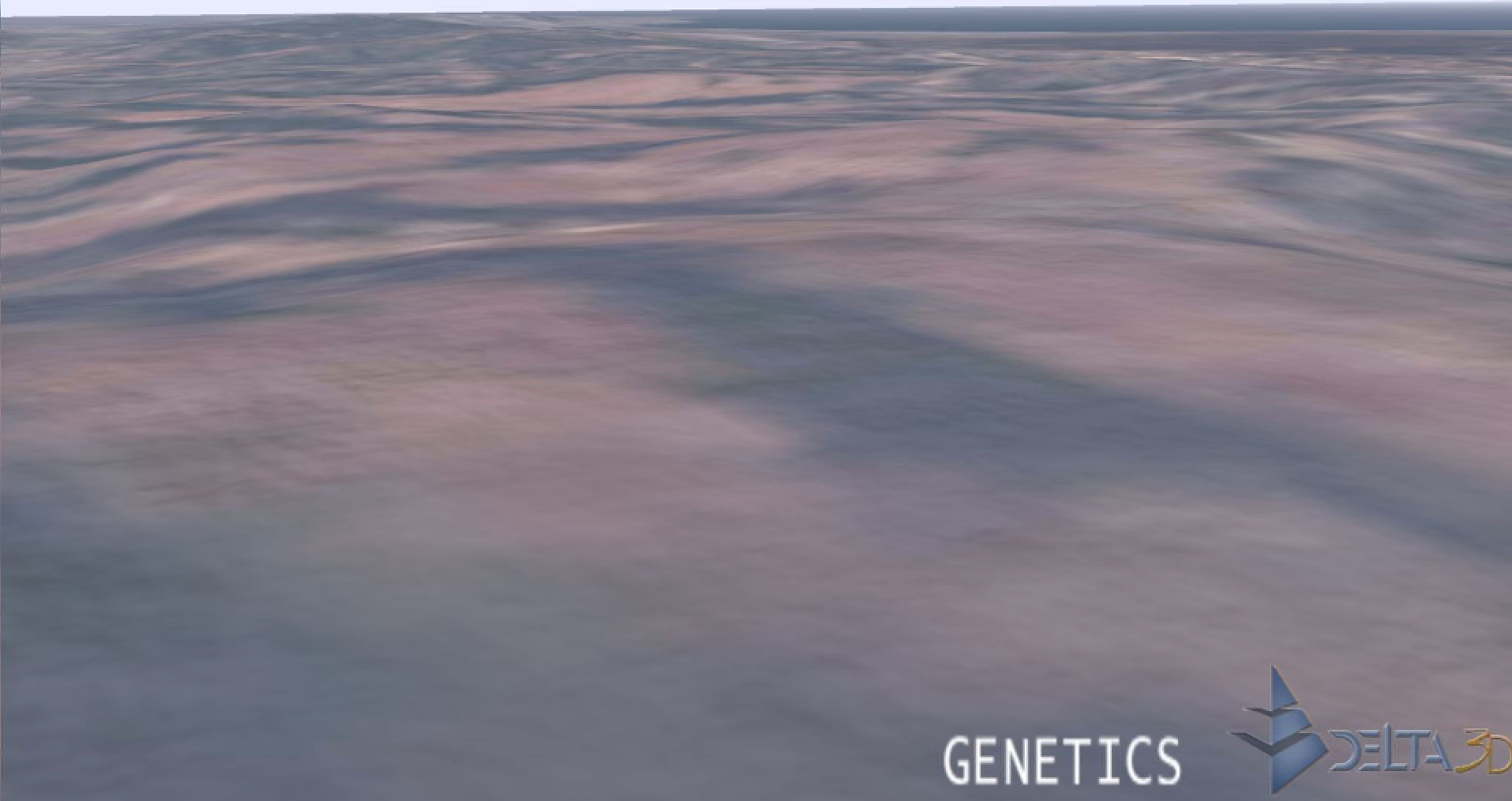
GENETICS





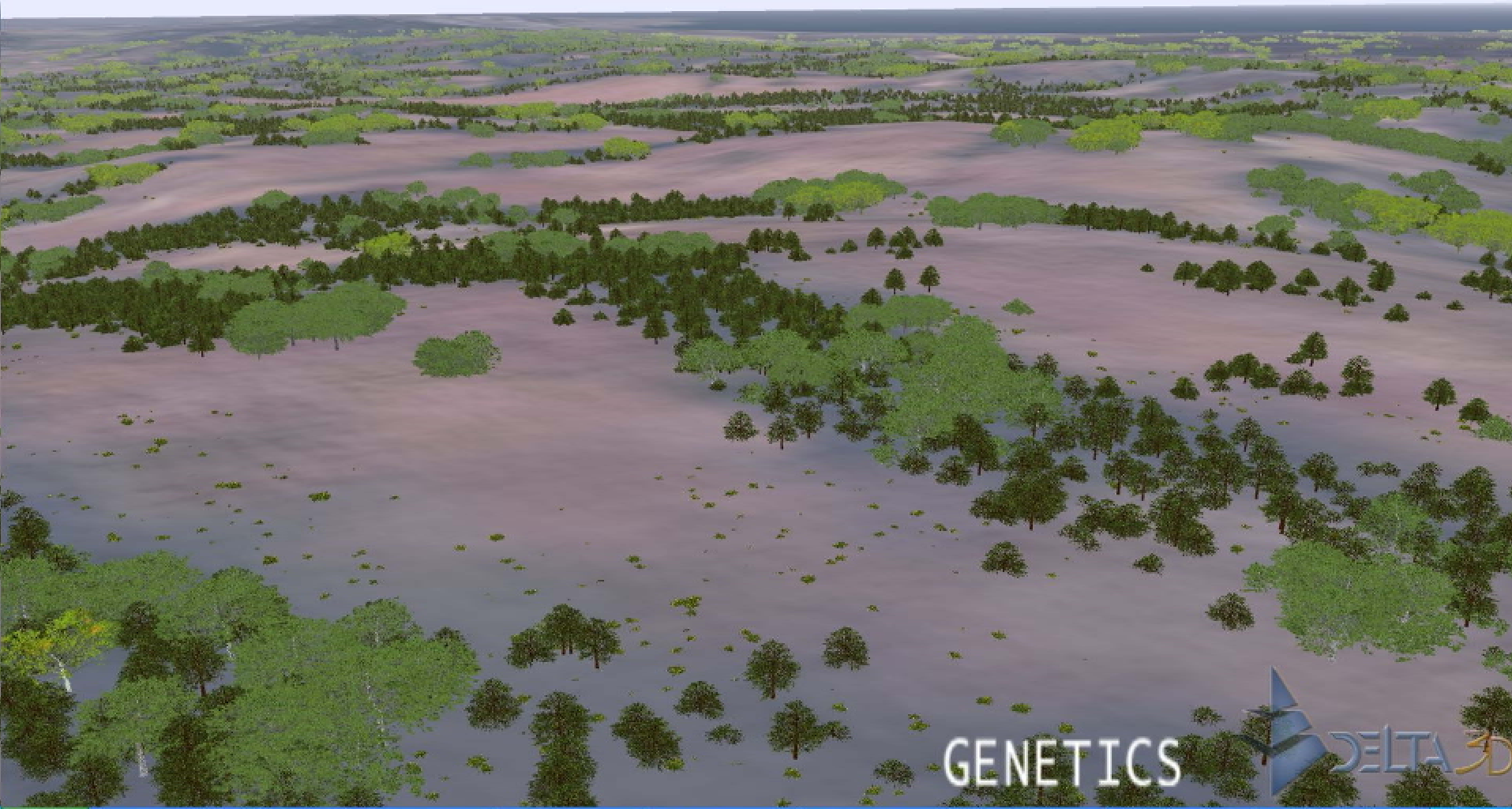
GENETICS





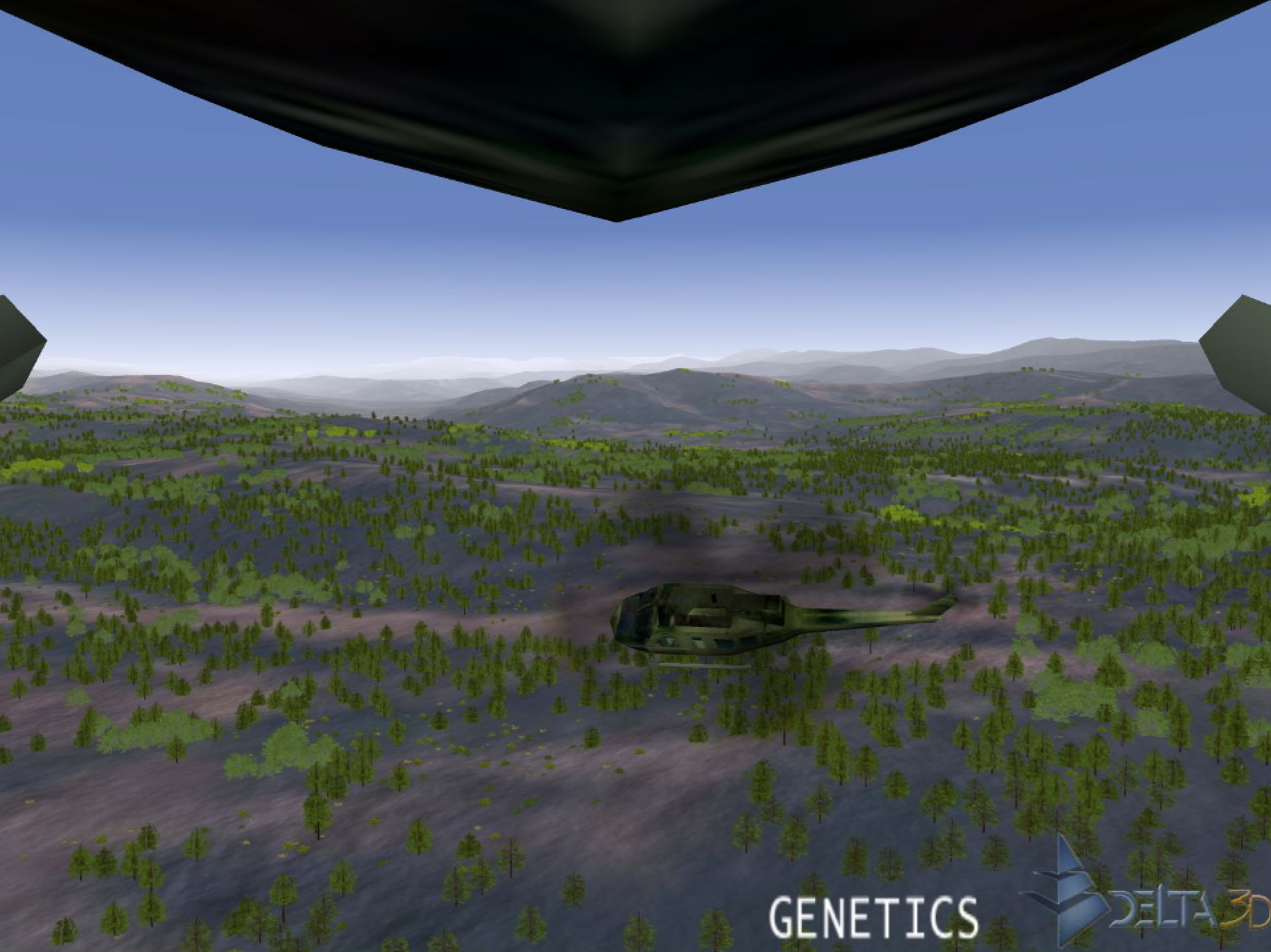
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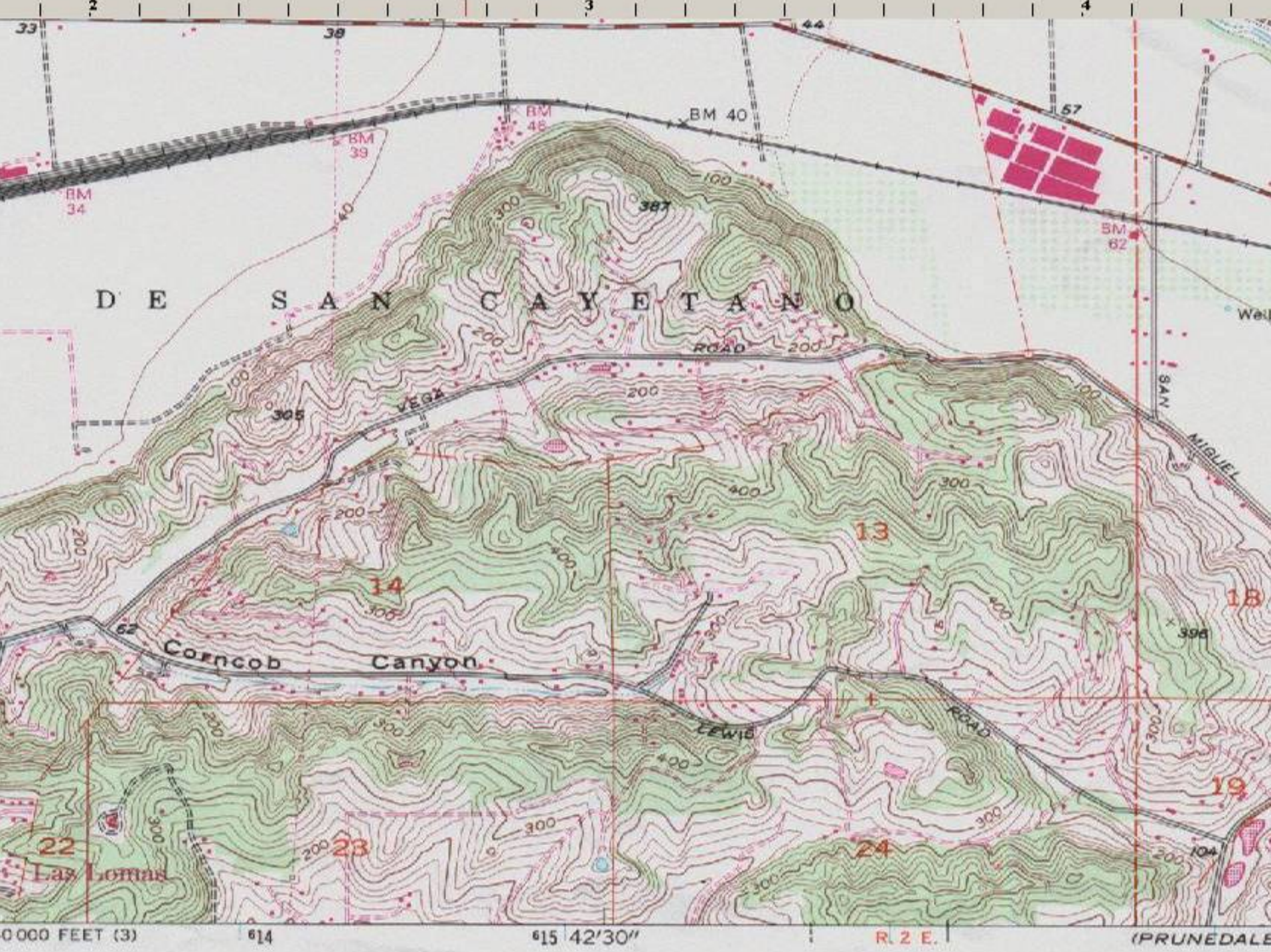


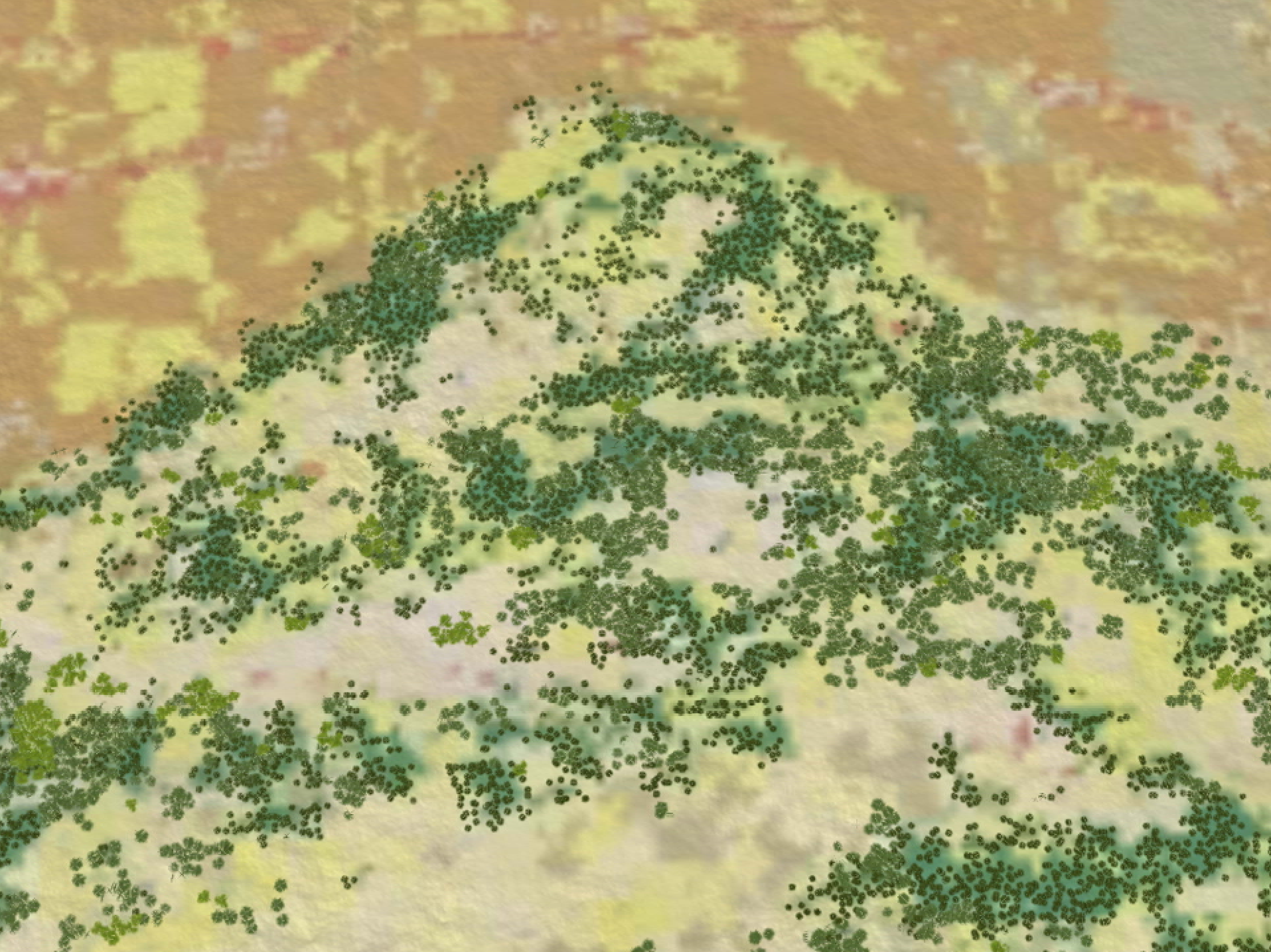
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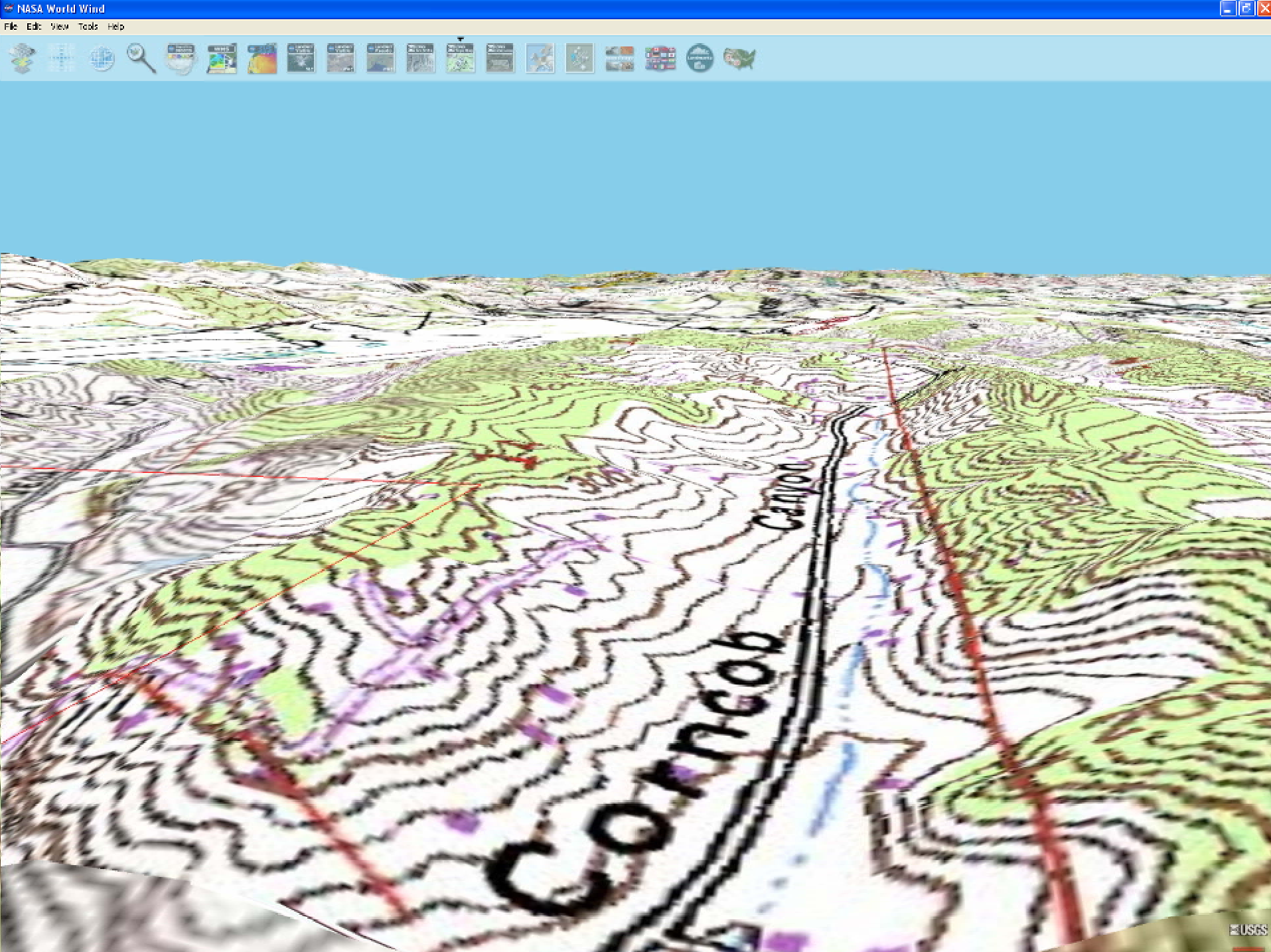


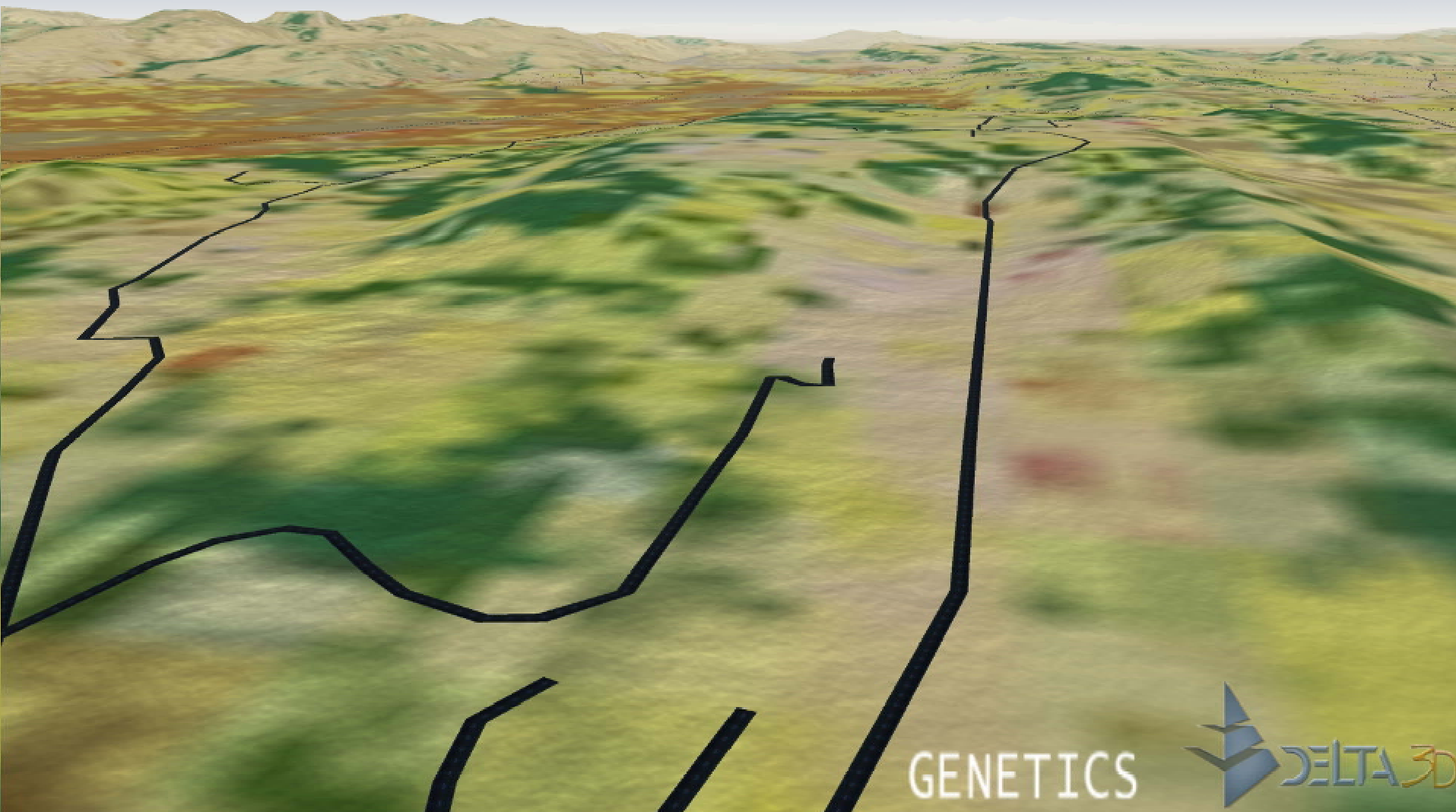


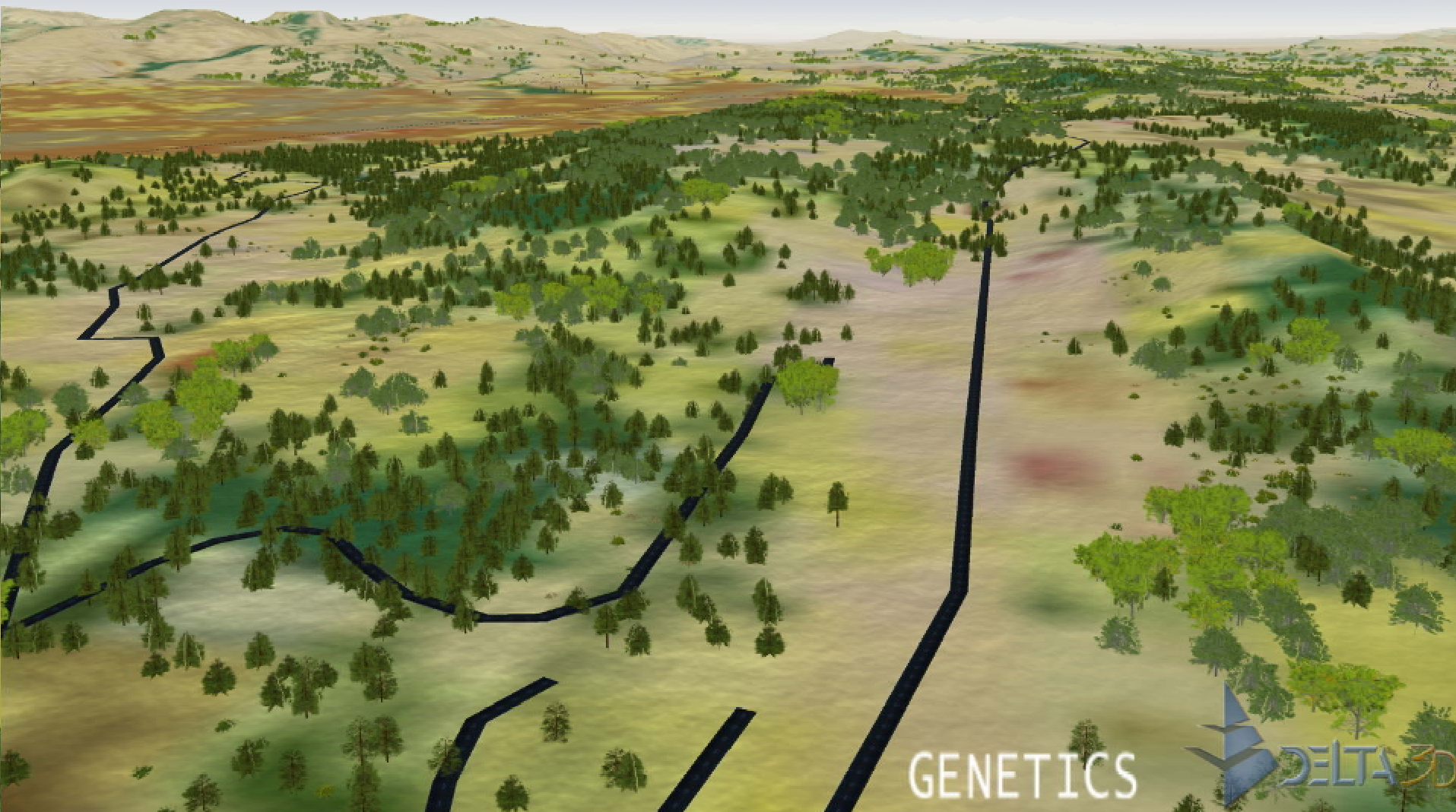














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Conclusions



- Can create a geocell's worth of vegetation in <2 min
 - ~2M objects within a 100km x 100km cell
 - Generated at run-time, on-the-fly, as needed
 - All players create the same terrain using same data/params
- Improvements over typical terrain databases
 - Variable vegetation density; Overlapping vegetation types
 - No wasted artist time placing objects
 - Terrain object placement responsive to its environment
 - No playboxes
- Good enough for training (?)
 - Harder to spot targets
 - Range and distance easier to judge (esp. against poor imagery)
 - Makes terrain “come to life”

Next steps



- Refine LCC topographical regimes
- Add NLCD 2001 forest canopy & imperviousness datasets (limited coverage so far)
- Improve scene optimization and render speeds
- Texture splatting for ground surface
- Measure the effect on tactical training(!)

Generating Enhanced Natural Environments & Terrain for Interactive Combat Simulations (GENETICS)



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