

Modelling of complex virtual scenes in water diversion engineering

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Abstract This paper discusses modelling methods for topography, land features and dynamic water bodies in large water diversion engineering, and presents methods for acquiring and dealing with topographic data. In regard to the complexity of virtual scene models in large water diversion engineering, the paper introduces a land feature modelling method based on a 3D object and image, and a modelling method for a dynamic water body based on process texture. The experiments show that these methods simplify complex scene modelling effectively.

Key words complex scene; process texture; topographic data processing; water diversion engineering
