Professor Ian Parberry

Department of Computer Science and Engineering

ACM Distinguished Scientist
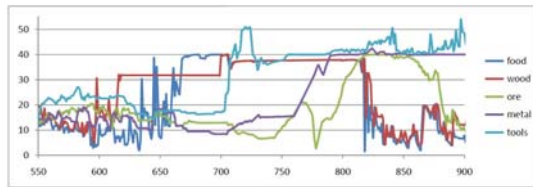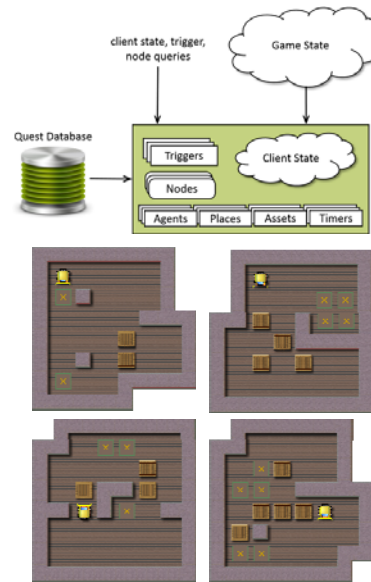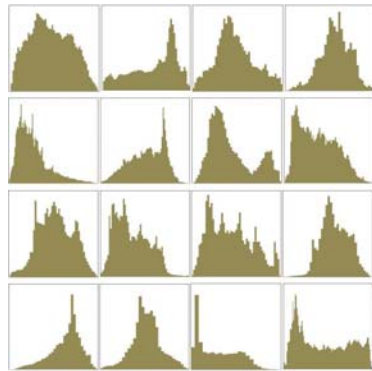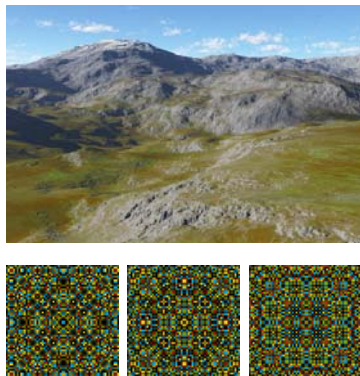Game Development, Procedural Content Generation
Research Group: 4 Ph.D. Students
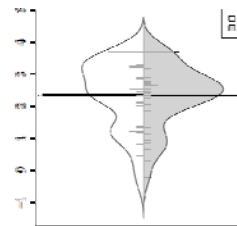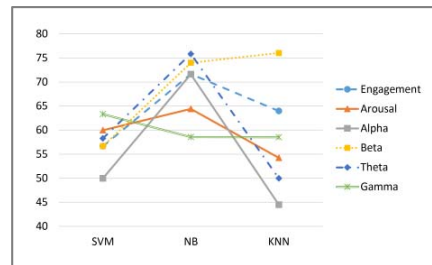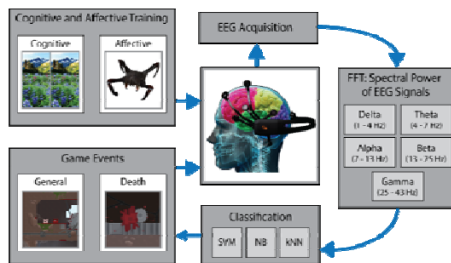
Procedural Content Generation

- Generation of realistic content for video games using minimal computational resources

- Real-time generation of infinite terrain

- Generation and solution of puzzle instances.

- Procedural texture generation

- RPG quest generation

- RPG economics

- Procedural meteorology