

Research on terrain simulation using 3D graphics technology

Tran Thi Anh

Abstract: This topic aims to research and implement terrain simulation methods using 3D graphics technology, meeting the need to modernize workflows in the field of geology. Through theoretical and experimental analysis, the topic will build a Digital Surface Model (DSM) system and three-dimensional (3D) spatial graphics, thereby providing useful solutions for geological survey activities, land management, and urban planning. The research results are expected to contribute significantly to improving the performance of current terrain work.

Keywords: terrain simulation, 3D technology, DSM, geology, three-dimensional space