From a calm puddle to a stormy ocean - Rendering water in *Uncharted*

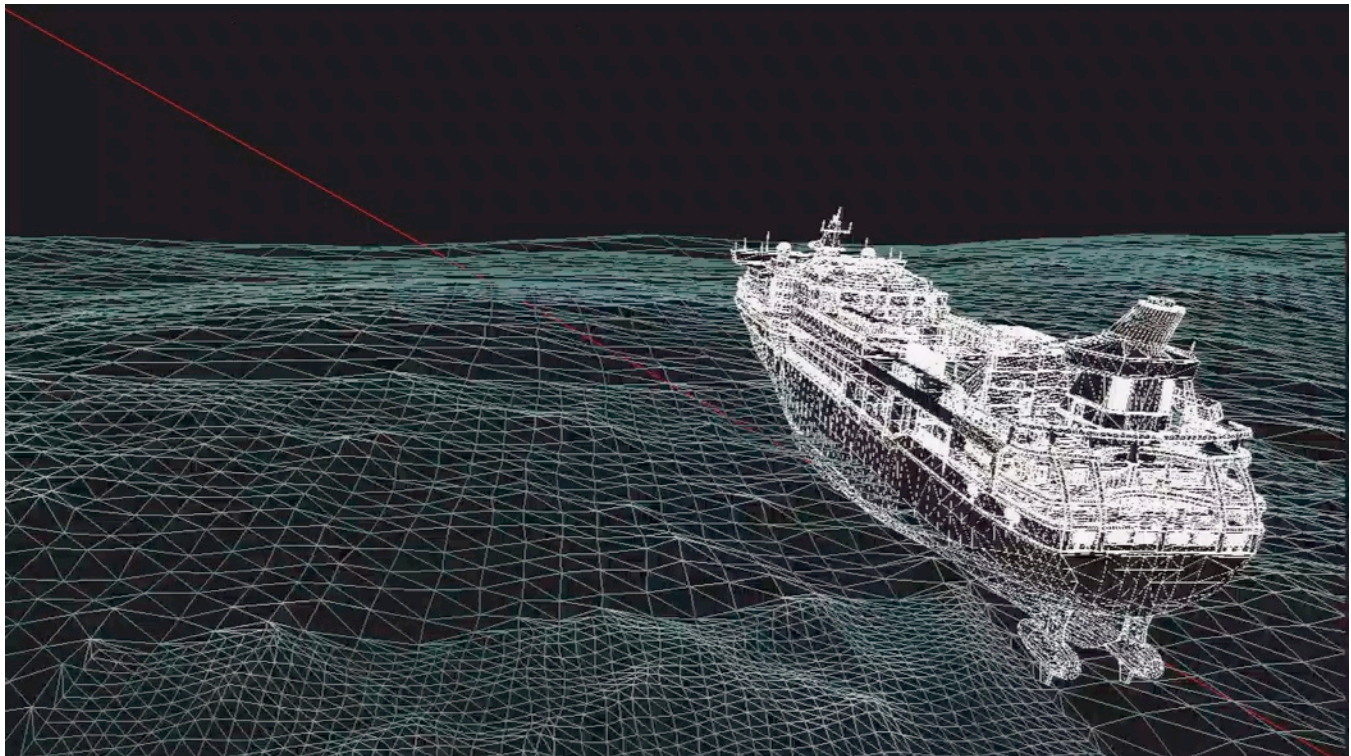Carlos Gonzalez-Ochoa   Eben Cook   Doug Holder

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Additional Material

Uncharted 3: Drake's Deception - The cruise-ship level

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The progressive levels of the clipmap are apparent in a wireframe view

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Uncharted 3: Drake's Deception - The cruise-ship level

**Uncharted 3: Drake's Deception - Ship graveyard level
The barges and the boat are moved by the waves**

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Uncharted: Drake's Deception- The hallway flood

Uncharted: Drake's Fortune - River level
The mesh is displaced and the effects of refraction, reflection, foam and churn are used in the shader