

The presented work deals with procedural generation of planetary bodies and their rendering in realtime. We take a closer look on one of the available methods and we try to improve the visual quality of produced models. We don't consider geophysical correctness of the planetary surface during the generation, nor we do any physical simulations to create the planets. We present what is possible by using several numbers, noise generator and fractal functions. We emphasize aesthetic feeling, and we try to other similar effect to the Google Earth, i.e., the opportunity to view a planet from high altitudes as well as a close-up zoom to the surface. Besides, we allow exporting generated models into external format suitable for processing in a 3D modelling software. We also support saving planetary parameters and their loading into the application.