

This thesis is about intuitive terrain modeling for needs of computer games. The thesis is searching for a method of terrain modeling that will be easy for people with lack of experience. The method also should be able to allow powerful modeling techniques for professionals game creators. The thesis debate about choosing appropriate method and compare different methods between each other. Selected is the method of moving control points of Bezier patches. The thesis presents a program Terrain Editor that was created as part of the thesis. The program implements selected method and demonstrates its use in practice.