**Junior Project Questions**

1. One question that I have that relates to one that Mac asked about Perlin noise or other forms of random generation. I want to know how to have textures connect smoothly and how to have separate biomes (like Minecraft’s Perlin noise) and have the texture’s accommodate per biome.
2. Is this project graded? I personally don’t care if it’s graded or not since I needed a project to work on anyways but it would be nice to know.