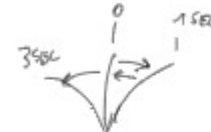


FOGLIA D'ERBA:



POS WORLD DEF
IN FLUIDE CUM' EFFETTO

(XYZ)



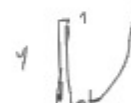
SIN(TIME)

$$\sin(\text{TIME} + x + zy)$$

EFFECT

POS OBS. → y

POWVALUE FLOAT VARIABLE



$$\text{REMAP}(y, [-1; 1], [0; 1]) \rightarrow \text{POW}$$

$$\text{POW}(\text{POW}_T, \text{POWVALUE}) =$$

MASK

POS OBS

+

POS OBS

+

POS OBS

+

POS OBS

+

POS OBS

+

POS OBS

+

POS OBS

+

POS OBS

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

STRENGTH FLOAT VAR

MASK * STRENGTH

LOW STRENGTH

HIGH STRENGTH

INTERPOLATION

TIME

T0

T1

T2

T3

...

MOVIMENTO IN TUTTO IL MONDO

TIME, TIME

SIN(TIME)

MASK * STG * SIN(T)

INTERPOLATION

POS (WORLD)

X

Y

Z

NOISE

SIN(TIME + NOISEVAL)

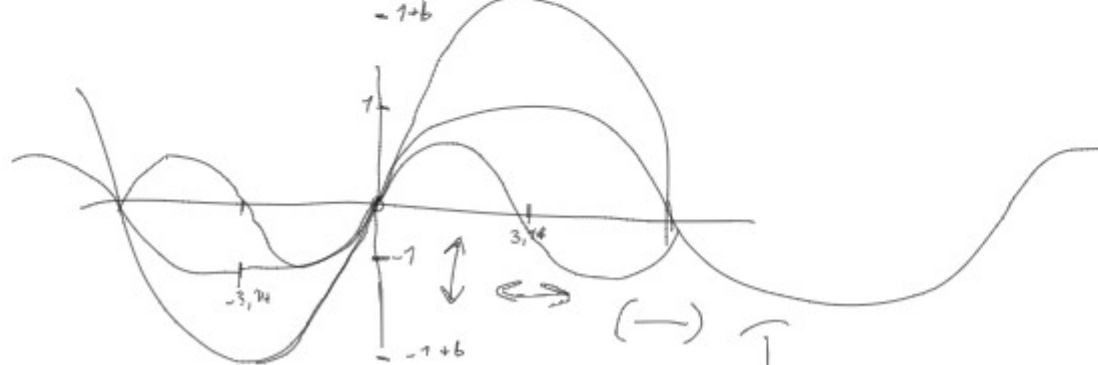
OPPURE

SIN(TIME + x + y + z)

OPPURE

$$\text{NOISEVAL} = \text{NOISE}(T+x+y+z) \rightarrow \sin(\text{NOISEVAL})$$

	T0	T1	T2	T3
X0	1	1	1	1
X1	1	1	1	1
X2	1	1	1	1



$$\sin(x+2) + (b)$$