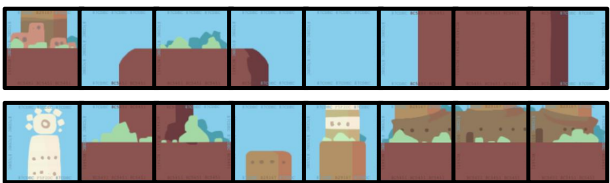
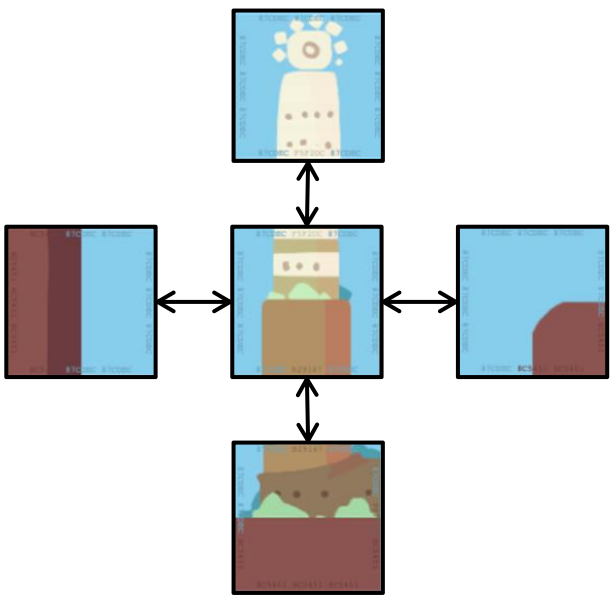
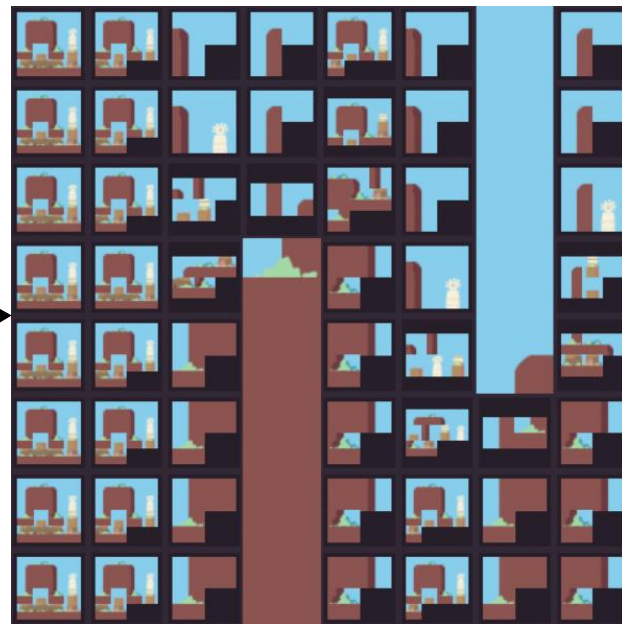


edge constraint



tileset



wave function collapse process

