



Tiled Terrain System for Games and Simulations

36/60

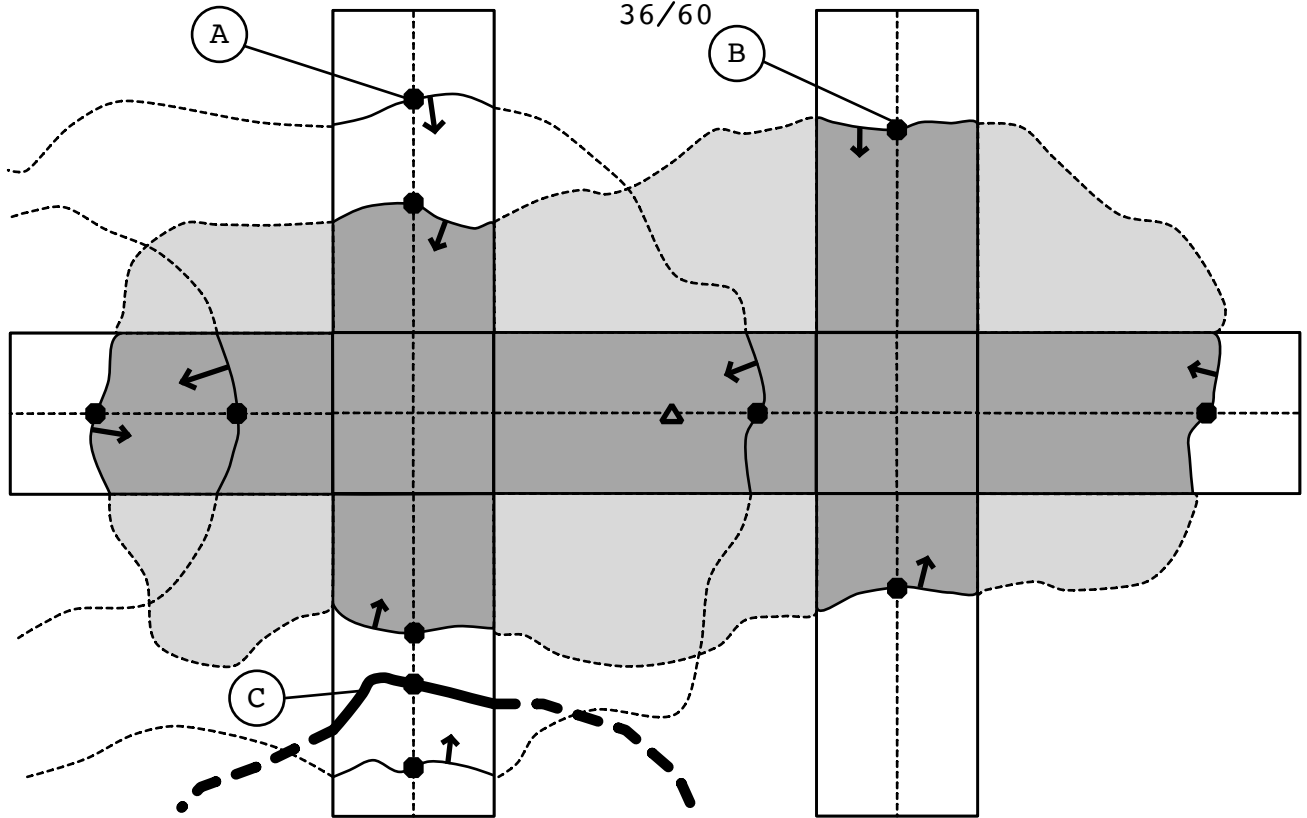


FIG. 115

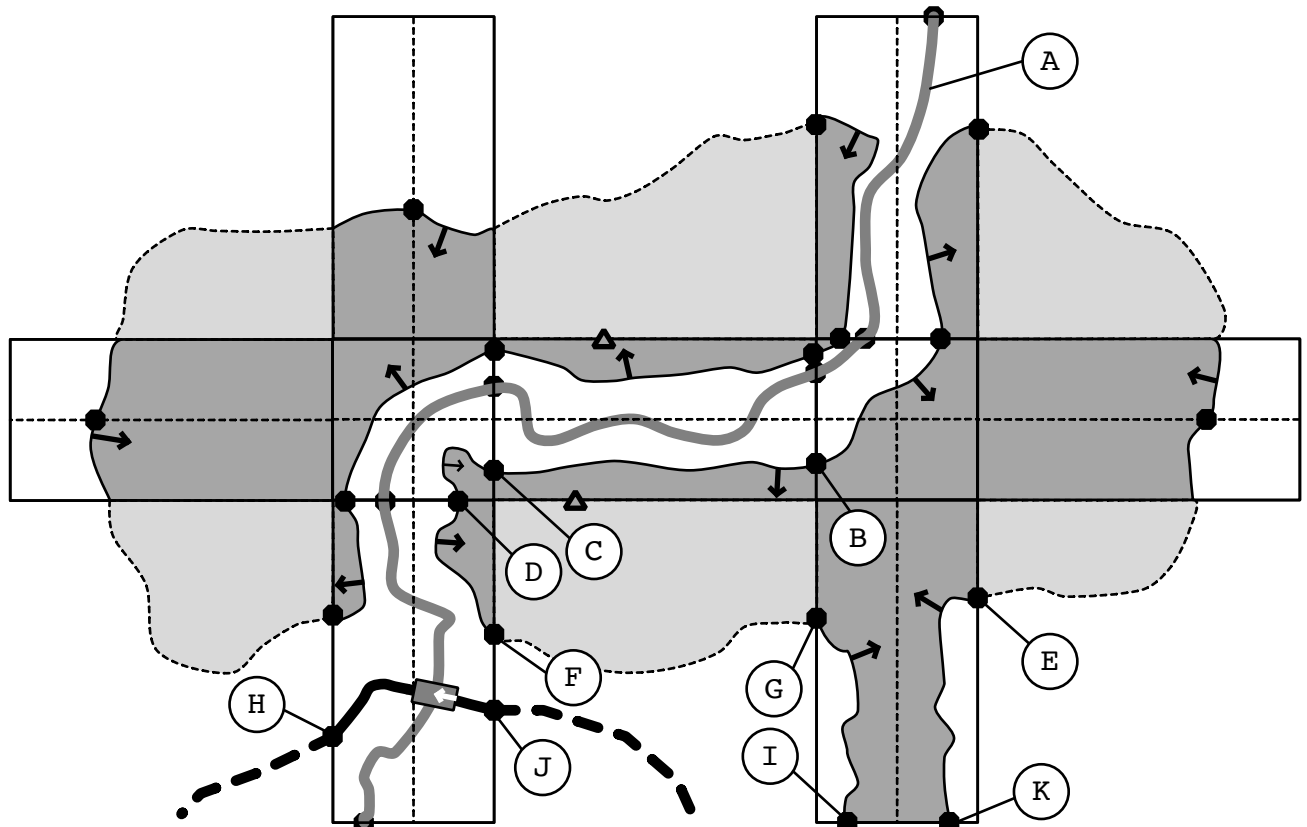


FIG. 116

