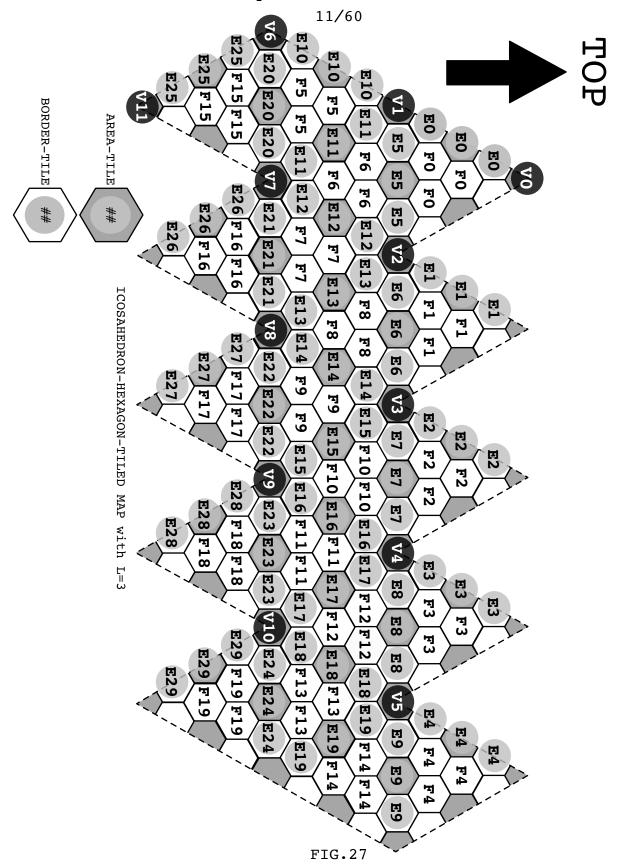Tiled Terrain System for Games and Simulations

FIG.27

ICOSAHEDRON-HEXAGON-TILED MAP with L=3

BORDER-TILE

AREA-TILE

TOP